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THE OFFICIAL MARVEL NEWS MAGAZINE!

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Void Indigo™

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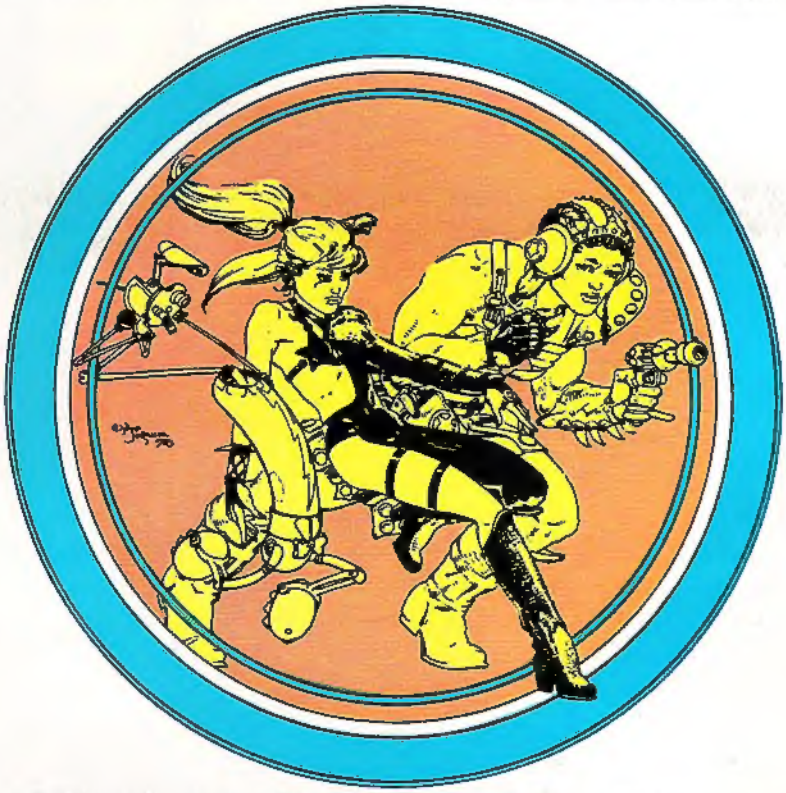

YOURS COULD BE ONE OF THEM

UNITED FEDERATION OF FEMALE FREEDOM FIGHTERS

"Better to Face the Bullets Than Die Slowly of Boredom at Home"

A MARVEL GRAPHIC NOVEL

STARSTRUCK™

BY ELAINE LEE & MICHAEL WM. KALUTA

ON SALE IN SEPTEMBER

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EDITORIAL

"A Big Hand for the Big Guy"
by **Jim Salicrup**

How does **Jim Shooter** do it? How does he not only do as much as he does, but how does he do it all so well? Every month when I receive my new batch of Marvel comics, I just have to read **MARVEL SUPER HEROES SECRET WARS** first! Apparently I'm not the only one as **SECRET WARS** is currently the number one best-selling comic book being published anywhere by anyone.

Jim's bold and powerful scripting has also made **MARVEL GRAPHIC NOVEL #12, DAZZLER THE MOVIE**, another must-not-miss Marvel milestone. Have you noticed that when the big guy writes a story these days it's pretty *big* too? Both **SECRET WARS** and **DAZZLER** have changed the Marvel Universe in very big ways. But you probably know all this already. What you don't know is how much more our energetic Editor-in-Chief is constantly accomplishing. Yesterday I attended a meeting of Marvel's entire editorial staff where **Jim** was brainstorming new ideas and projects for next year. This weekend **Jim** is jetting off to yet another Comics Convention to appear as an honored guest. No doubt he'll spend many hours on panels, answering question, looking at young artists' portfolios, and generally being the life of the party.

But there's still much, much more. What's most evident about **Jim**, if you've ever spent any time around him, is his passion for producing the very best comics possible. On several occasions I've seen **Jim** pull a comic off the schedule if he felt it wasn't up to Marvel's high standards. I've heard him say many times that he'd rather not publish an issue of any Marvel comic if it wasn't the best we could do.

I could go on and on, and still I doubt if I could convey how truly unbelievable **Mr. James Charles Shooter** really is! As a writer, an editor, an executive, and most of all, as Marvel's Designated Fan Representative, **Jim** is without peer. In other words, he works hard for the money! 'Nuff said.

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MARVEL COMING ATTRACTIONS

Here is a complete checklist of what's happening in all the Marvel titles bearing a **January** cover date.

A **Limited Series** is a title which will only run for a specific number of issues. A **Graphic Novel** is a trade-paperback sized edition. A **Direct Sales** title is available only at selected outlets. **Shipping date** refers to the date the comics leave the printer. A word to the wise — please tell your comics specialty shop owner which titles you want to buy as soon as possible! Marvel Comics sell out so fast that unless your comics shop owner knows which ones you want, you may not get them!

Titles shipping **September 4**, on sale **September 25**:

THE THING #19 — **John Byrne** is back! And the tale he tells will keep you on the edge of your seat! **Ben Grimm** faces the flesh and blood incarnations of all the villains from the movies that ever scared him. Why do these creatures from the night come to haunt **Ben** now? The saga of **Rocky Grimm** takes its strangest turn of all with "Monster Mash" written by **John Byrne**, penciled by **Ron Wilson** and inked by **Mike Gustovich**. 60¢.

DAREDEVIL #214 — This is it! The senses-shattering conclusion of the sinister **Micah Synn** saga with an ending so shocking all we dare to tell you here is the title — "The Crumbling!" **Denny O'Neil** wrote it and **David Mazzucchelli** penciled and inked it! 60¢.

NEW MUTANTS #23 — What do you do when your friends change in ways you never thought possible? **The New Mutants** must find out — and fast — before this sinister change completely overwhelms **Sunspot** and **Wolfsbane**! Guest-starring **Cloak and Dagger**! "Shadowman!" written by **Chris Claremont** and penciled and inked by **Bill Sienkiewicz**! 60¢.

DAZZLER #35 — Picks up where the Graphic Novel left off! The world knows she's a mutant! Not only can't **Dazzler** get a job — she's having trouble holding onto her life! This is one pulse-pounding tale of persecution you'll hate yourself forever if you miss! Written by Editor in Chief and **SECRET WARS** scripter **Jim Shooter**, penciled by **Frank Springer**, inked by **Vinnie Colletta** and cover by **Bill Sienkiewicz**! 60¢.

MUPPETS TAKE MANHATTAN (Limited Series) #3 — Continuing the Star Comics adaptation of the smash movie starring **Kermit the Frog, Miss Piggy, Fozzie the Bear** and all your favorite **Muppets** characters! 60¢.

RED SONJA #5 — Because *you* demanded it, **Robert E. Howard's** She-Devil with a Sword goes monthly! **Red Sonja** finds herself reunited with her old compatriots **Achmal** and **Galon**. But the pleasure of this reunion is cut short by the threat of death — theirs! "Islands of the Inland Sea!" written by **Bill Mantlo** and drawn by **Pat Broderick**. 60¢.

MARVEL SUPER HEROES SECRET WARS (Limited Series) #9 — If you thought the greatest super heroes of all time were in trouble before — wait until you see what happens when everyone — and we mean *everyone* — teams up to stop the unstoppable: **Galactus** consuming the world! Meanwhile, **Doctor Doom** comes up with an incredible master plan to steal **Galactus's** incalculable power for himself! Does he do it? Find out for yourself! A shocker! Written by **Jim Shooter**, penciled by **Mike Zeck** and inked by **John Beatty**. 75¢. High Quality Mando paper.

MACHINE MAN (Limited Series) #4 — The title is "Victory!" But who comes out on top? Not even we were prepared for the cataclysmic battle between **Machine Man** and the inexhaustable forces of the 21st Century! Written by **Tom DeFalco** and penciled and inked by **Barry Windsor-Smith**. 75¢. High Quality Mando paper.

CONAN THE KING #26 — Action, suspense and intrigue lovers, this one is for you! **Conan** recruits a new Black Dragon. Chief Adviser **Trocero** quits and **Conan** replaces him with the secret mastermind behind all the attempts on his life — **Baron Maloric**! How long will it be before the second most powerful

man in Aquilonia becomes *the* most powerful? **Baron Maloric's** not telling! "Passage!" written by **Alan Zelenetz**, penciled by **Marc Silvestri** and inked by **Geof Isherwood**. 48 pp. $1.00.

CRASH RYAN (Limited Series) #2 — In this gripping saga set in an alternative time-stream during the 1930's, **Rantwell Masters** and his valiant United Airmen are locked in a battle they must not lose, but cannot win, against the all-powerful forces of **The Doom**! Japan has been conquered and **The Doom** is transforming the entire nation into a huge factory! Written and hand-painted by **Ron Harris**. From the Epic comics line. High quality Baxter stock. Direct Sales only. $1.50.

Titles Shipping September 11, on sale October 2.

SPIDER-MAN #260 — As if things weren't bad enough for everyone's favorite wall-crawler, it suddenly gets worse when **Hobgoblin** and **the Rose** strike **Spidey** when he least expects it — and where he's most vulnerable! This time, **Hobgoblin** vows, only one of them will survive! Plus: **Harry Osborn** confronts the horrors of his past! It's all here — and more — in "The Challenge of . . . **Hobgoblin!**" written by **Tom DeFalco**, penciled by **Ron Frenz** and inked by **Josef Rubenstein** and **Brett Breeding**. 60¢.

CAPTAIN AMERICA #301 — The funeral of **the Red Skull**! But has his death unleashed an even greater menace in **Mother Superior** and the **Sisters of Sin**? Guest-starring **the Avengers** and **the Falcon**! "All Good Things!" written by **Mike Carlin**, penciled by **Paul Neary** and inked by **Dennis Janke**. 60¢.

INDIANA JONES #25 — **Indy** is up to his ears in trouble, treasure and terror in this action-packed adventure set in South America! We don't want to give away any secrets, but we will say this — you'll be missing out on one of the most exciting stories of the year if you don't buy "Good As Gold!" **Linda Grant** scripts her first **Indy** adventure! Plus pencils by **Steve Ditko** and inks by **Danny Bulanadi**. 60¢.

POWER PACK #6 — Special guest-star issue! **Spider-Man, Cloak and Dagger** and the awesome **Dragon Man**! **The Powers** move to New York City! What sort of adventures can a pack of super-powered kids get into in the Big Apple? **Jack, Katie, Julie** and **Alex** (also known as **Mass Master, Energizer, Lightspeed** and **Gee**) find out when they discover **Dragon Man** enslaved by the mob whose diabolical experiments created **Cloak** and **Dagger**! Written by **Louise Simonson**, penciled by **June Brigman** and inked by **Bob Wiacek**. 60¢.

MICRONAUTS #4 — **The Micronauts** continue their Microverse-spanning search and discover more than they bargained for about the mysterious **Makers**, the incredible Microverse and themselves! "Slow Death on the Proving Ground!" written by **Peter B. Gillis**, penciled by **Kelly Jones** and inked by **Bruce Patterson**. 60¢.

ALPHA FLIGHT #18 — We don't know how **John** did it, but this story's got more suspense, surprises and all-out action between its covers than we have adjectives! Not only does **Shaman** face a force that threatens to destroy Canada, not only do we learn the secret of **Shaman's** daughter, not only do we get a new leader for **Alpha Flight**, but we also get the longest title for any comic book story this year! "How Long Will A Man Lie in the Earth Ere He Rot?" written by **John Byrne**, penciled by **John Byrne** and inked by **Bob Wiacek**! 60¢.

TRANSFORMERS #3 — Guest-starring **the Amazing Spider-Man! The Decepticons** have kidnapped **Sparkplug Witwicky! Spidey** and **the Autobots** race against time to rescue **Sparkplug** before **the Decepticons** force him to reveal the secret of how to convert gasoline into **Transformers'** fuel! "Prisoner of War!" written by **Jim Salicrup**, penciled by **Frank Springer**, inked by **Kim DeMulder** and **Mike Esposito**, cover by **Mark Texeira** and **Carl Potts**. 60¢.

CONAN THE DESTROYER (Limited Series) #1 — The Marvel Comics adaptation of the movie. Adapted by **Michael Fleisher** and **John Buscema**. High Quality Mando paper. 75¢.

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NEW MUTANTS ANNUAL #1 — **The New Mutants** meet the world's greatest rock star, **Lila Cheney**, who is also the world's greatest thief! And **Lila** plans to pull the ultimate heist — the theft of Earth! The question is not how can she do it, but how can **the New Mutants** stop her? "The Cosmic Cannonball Caper" written by **Chris Claremont** and drawn by series co-creator **Bob McLeod**! Cover by **Mike Golden**! $1.00.

SAVAGE SWORD OF CONAN #107 — The greatest barbarian of all time discovers pleasure and danger incarnate when he meets the voluptuous **Snow Raven**. And silently advancing for the final kill is the evil **Boraq Sharak**. "The Eyes of G'Bharr Rjinn!" written by **Michael Fleisher**, penciled and inked by **Rudy Nebres**. $1.50. A Marvel Magazine.

Titles shipping September 18, on sale October 9:

INCREDIBLE HULK #303 — Instead of being the strongest creature in the world, **the Hulk** discovers, on this strange planet in another dimension, that he's the weakest! And he hates it! But there's nothing he can do because he's being held prisoner by the evil Iron Knights in the City of Death! Yet the maiden whom **the Knights** are also holding is counting on **the Hulk** to free them both! Denied **Banner's** intelligence, can **the Hulk** do it? "Growing Up Is Hard to Do!" written by **Bill Mantlo**, layouts by **Sal Buscema** and finishes by **Gerry Talaoc**. 60¢.

AVENGERS #251 — **Captain America** returns to active duty. **The Wasp** goes on vacation and finds that instead of sun and fun, she's locked into a life-or-death fight with **Baron Brimstone**! Meanwhile, **the Vision** makes a decision that will not only affect his life and relationship with **the Scarlet Witch**, but also the fate of Earth! "Deceptions" written by **Roger Stern**, penciled by **Bob Hall** and inked by **Joe Sinnott**. 60¢.

CONAN #166 — **Conan** and **Fafnir** become unwitting pawns in an intrigue-shrouded struggle pitting love against power in "Blood of the Titan!" written by **Michael Fleisher**, penciled by **John Buscema** and inked by **Geof Isherwood**. 60¢.

X-MEN #189 — **Rachel** and **Amara** (**Magma** of **the New Mutants**) decide to do some sightseeing in New York — and wind up inside **the Hellfire Club**! Also: **Rachel** makes her first costume! "Two Girls Out To Have Fun!" written by **Chris Claremont**, penciled by **John Romita, Jr.** and inked by guest-inker **Steve Leialoha**! 60¢.

ROM #62 — Special guest-star: **Forge**! This time it looks like **the Dire Wraiths** have **Rom** right where they want him! Can the spirit of the warrior from another world remain steadfast against a foe whose strength seems to grow after every battle? How much longer can **Rom** continue the fight? "Truth or Consequences!" written by **Bill Mantlo**, penciled by **Steve Ditko** and inked by **Ian Akin** and **Brian Garvey**. 60¢.

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POWER MAN AND IRON FIST #113 — **Captain Hero** is taken to Project Pegasus. But when **Danny Rand** (**Iron Fist**) goes there, he discovers that someone, or *something* — is loose and systematically killing everyone in the complex! "The Promise" by **Jim Owsley**, penciled by **Greg LaRocque** and inked by **Jerry Acerno**. 60¢.

MARVEL TALES #171 — Reprints the classic **SPIDER-MAN** #32. Spidey faces off against the forces of the **Master Planner**. "Man on a Rampage" by **Stan Lee** and **Steve Ditko**. 60¢.

G.I. JOE #31 — It's **Snake Eyes**, **Spirit Ironknife**, **Airborne** and **Timber** against **Destro** and **Fred** in **Snake Eye's** cabin in the Sierras — with **Destro** believing he has **the Joes** surrounded, and **Snake Eyes** knowing he's right! This is one non-stop battle issue where no one gets out in one piece! "All Fall Down!" written by **Larry Hama**, penciled by **Rod Whigham** and inked by **Andy Mushynsky**. 60¢.

DREADSTAR #15 — The only thing we can say about this soul-searing story is that it is one aftermath tale that is so shocking, it will leave you speechless! Written and drawn by **Jim Starlin**. $1.50. From the Epic comics line. High quality Baxter paper. Direct Sales only.

VOID INDIGO #1 — Sensational new series! Picks up where the **Graphic Novel** left off. **Jhagur's** quest to find and kill **the Dark Lords**, who slayed him centuries ago, continues. But in 20th century America, an alien with the memory of a barbarian from the dawn of time finds little help, and lots of trouble! Written by **Steve Gerber** and drawn and hand watercolored by **Val Mayerik**. $1.50. From the Epic comics line. High quality Baxter paper. Direct Sales only.

MARVEL AGE MAGAZINE #22 — Special memorial issue dedicated to **Sol Brodsky**. High quality Mando paper. Direct Sales only. 35¢.

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Titles shipping **September 25**, on sale **October 16**:

FANTASTIC FOUR #274 — Continued from **THING** #19. Special guest star: **the Thing**! "Monster Mash Part 2" written and penciled by **John Byrne**, guest inker **Dan Adkins**. 60¢.

IRON MAN #190 — **The Termite** bites off even more to chew! **Stark** goes to the government to find a way to safely stop him! **Iron Man** takes off to find a deadly way to stop him! Guest starring: **the Scarlet Witch**! "Losing the Touch" written by **Denny O'Neil**, penciled by **Luke McDonnell** and inked by **Ian Akin** and **Brian Garvey**. 60¢.

PETER PARKER, THE SPECTACULAR SPIDER-MAN #98 — He's **the Spot**! And he's the newest, strangest, deadliest **Spidey** villain of all! And if that isn't enough, **Spidey** has a confrontation with **the Black Cat** over how she got her powers. Nothing he's ever before experienced has prepared **Spidey** for . . . "True Confessions" written by **Al Milgrom**, penciled by **Herb Trimpe** and inked by **Jim Mooney**. 60¢.

DEFENDERS #139 — "Hungry Like The Wolf!" *Not* guest-starring **Duran Duran**. **The Defenders** team up with the mysterious **Red Wolf** to battle trolls who are slaying livestock and people to forge invincible weapons! For what purpose? That is what **the Defenders** and **Red Wolf** must find out before it's too late! Special cameo appearance by the super heroine you never thought you'd see again: **Mantis**! Written by **Peter B. Gillis**, penciled by **Don Perlin** and inked by **Kim DeMulder**. 60¢.

MARVEL TEAM-UP #149 — **Spidey** and **Cannonball** of **the New Mutants** against the electrical menace of **the Incandescent Man**! Written by **Louise Simonson**, penciled by **Bret Blevins**, inked by **Mike Esposito**. 60¢.

STAR WARS #91 — The villain's name is **Knife**, and he's out to enslave the world of **the Wookiees** and **Chewie's** brother-in-law is helping him! "Wookiee World" written by **Jo Duffy**, penciled by **Tony Salmons** and inked by **Tom Palmer**. 60¢.

THOR #351 — This is it! The confrontation to end all confrontations! **Odin** vs. **Surtur** . . . in Asgard! Don't miss it! Story and art by **Walt Simonson**, as only he can depict it! 60¢.

STARRIORS (Limited Series) #3 — **The Protectors** find the fabled Battlestation that houses Man! And just as that happens **the Destructors** destroy them! Can **the Protectors** put the pieces back together before **the Destructors** decimate the Battlestation? "Assault!" written by **Louise Simonson**, drawn by **Michael Chen**, inked by **Ian Akin** and **Brian Garvey**. High quality Mando paper. 75¢.

KITTY AND WOLVERINE (Limited Series) #3 — Non-stop action at its best! **Wolverine** faces off against the whole Japanese underworld in his quest to discover where **Kitty** is and why she had to go to Japan! And if you think **Wolverine's** got it tough, the title only *begins* to tell the story! "Death!" written by **Chris Claremont**, art by **Al Milgrom**. High quality Mando paper. 75¢.

COYOTE #9 — A two story extravaganza! "Coyote on Venus" by **Steve Englehart**, penciled by **Chas Truog** and inked by **Richard Howell**. And **Djinn** — a tribute to paranoia! Written by **Steve Englehart**, penciled by **Steve Ditko** and inked by **Art Nichols**. $1.50. From the Epic comics line. High quality Baxter paper. Direct Sales only.

EPIC ILLUSTRATED #27 — The trend-setting magazine that launched the ultimate line of comics! Cover by **Clyde Caldwell**. Featuring: "**The Last Galactus Story** Chapter II" by **John Byrne**, **Terry Austin** and **Glynis Wein**; Chapter 1 in a *new* six part serial, COBALT 60 by **Vaughn Bodé**, **Mark Bodé** and **Larry Todd**, "Duet" by **Jan Strnad** and new artist **Neal McPheeters**, "Corporate Wars" a bizarre battle between McDonald's and France by **Mike Saenz**, "Fire's Kin" by **Elaine Lee** and **Charles Vess**, Chapter III of "Toadswood" by **Tim Conrad**; and "Relic" by **Archie Goodwin** and **Al Williamson**! Plus a special article on Willis O'Brien, the animator of the classic movie **King Kong**, featuring never before seen or revealed photos and facts! $2.50.

MORE COMING ATTRACTIONS

Shipping in October:

THE THING #20 — **Tarianna** vs. **the Thing** in a deadly theater of the mind! "The Way Things Were!" by **Byrne**, **Wilson** and **Gustovich**.

DAREDEVIL #215 — Special guest-star: **the Two-Gun Kid!** "Prophecy!" by **O'Neil** and **Mazzuchelli**.

NEW MUTANTS #24 — by **Claremont** and **Sienkiewicz**.

RED SONJA #24 — "The Bog People!" by **Mantlo** and **Broderick**.

MARVEL SUPER HEROES SECRET WARS #10 — by **Shooter, Zeck** and **Beatty**.

CRASH RYAN (Limited Series) #3 — written and painted by **Harris**.

SPIDER-MAN #261

CAPTAIN AMERICA #302 — by **Carlin, Neary** and **Janke**.

QUESTPROBE (Limited Series) — by **Milgrom** and **Mooney**.

INDIANA JONES #26 — by **Michelinie** and **Ditko**.

POWER PACK #7 — "Man and Dragon Man!" by **Simonson, Brigman** and **Wiacek**.

MICRONAUTS #5 — "Death, Sleep and the Traveler!" by **Gillis, Jones** and **Patterson**.

ALPHA FLIGHT #19 — New member: **Spellbinder!** By **Byrne** and **Wiacek**.

DR. STRANGE #69

CRYSTAR #11

SAVAGE SWORD OF CONAN #108

ALIEN LEGION #5

INCREDIBLE HULK #304

AVENGERS #252

CONAN #167

MARVEL TALES #172

X-MEN #190

ROM #63

POWER MAN AND IRON FIST #114

G.I. JOE #32

KULL THE CONQUEROR #8

SHEENA OF THE JUNGLE #2

MARVEL AGE #23

SWASHBUCKLERS (Marvel Graphic Novel) #14

FANTASTIC FOUR #275

IRON MAN #191

PETER PARKER, THE SPECTACULAR SPIDER-MAN #99

DEFENDERS #140

THOR #352 — by **Simonson**

STARRIORS (Limited Series) #4

KITTY AND WOLVERINE (Limited Series) #4

MARVEL TEAM-UP #150

STAR WARS #92

DOCTOR WHO #5

DREADSTAR #16 — by **Starlin**

TIME SPIRITS #2

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NEWSWATCH

Telling you what you want to know when you want to know it!

ITEM! Stop the presses! Ever since the release of **THE MUPPETS TAKE MANHATTAN**, everyone has been clamoring for more of our Star Comics. The rest of the line, however, has been delayed until December and January. At that time two monthly and eight bimonthly boks will be released. **PLANET TERRY** and **WALLY THE WIZARD**, the two monthly books, will be on sale in December, as will **TOP DOG**, **HEATHCLIFF**, **STRAWBERRY SHORTCAKE**, and **FRAGGLE ROCK**. The other four titles — **ROYAL ROY**, **THE GETALONG GANG**, **THE EWOKS**, and **THE MUPPET BABIES** — will follow in January.

The editor of the line is **Sid Jacobson**, who was a major editorial force at **Harvey Comics** for over thirty years. He has assembled a top-calibre staff of writers and artists to produce these exciting books including such luminaries as **Warren Kremer**, **Mort Gerberg**, **Jackie Roettcher**, **Marty Taras**, and **Howie Post**. The late **Lennie Herman**, a writer and editor for **Harvey Comics** for eleven years, wrote the first six issues of **PLANET TERRY** and **TOP DOG** and the first three **ROYAL ROY** stories before his death last January. The product of this incredible pool of talent is extremely impressive. Reaction to advance copies of **STAR COMICS** has been phenomenal. They may be- Marvel's children's line, but they're not just for kids.

The entire **STAR COMICS** starting lineup, book-by-book, will be:

***PLANET TERRY**: Writer-**Lennie Herman** (#1-6); Artist-**Warren Kremer**; Inker-**Vince Colletta** (#1), **Jon D'Agostino** (#2-on)

***WALLY THE WIZARD**: Writer/Artist-**Bob Bolling**, alternating with; Writer-**Sid Jacobson** and others; Artist-**Howie Post**; Inker-**Jon D'Agostino**.

***TOP DOG**: Writer-**Lennie Herman** (#1-6); Artist-**Warren Kremer**; Inker-**Jackie Roettcher**

***HEATHCLIFF**: Writer-**Joe Edwards** and **Harold Smith** (#1), various writers thereafter; Artist-**Warren Kremer**; Inker-**Jackie Roettcher**

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***THE GETALONG GANG**: Writer-**Dave Manak**; Artist-**Marty Taras**; Inker-**Jackie Roettcher**

***FRAGGLE ROCK**: Writer-**Stan Kay**; Artist-**Marty Taras**; Inker-**Jackie Roettcher**

***ROYAL ROY**: Writer-**Lennie Herman** (#1-3); Artist-**Warren Kremer**; Inker-**Jon D'Agostino**

STRAWBERRY SHORTCAKE: Writer-**Stan Kay**; Artist-**Howie Post**; Inker-**Jackie Roettcher**

***THE EWOKS**: Writer-**Dave Manak**; Artist-**Warren Kermer**; Inker-**Jon D'Agostino**

***THE MUPPET BABIES**; Writer-**Stan Kay**; Artist-**Marty Taras**; Inker-**Jackie Roettcher**

ITEM! GROO is coming! Who's **Groo** you ask? Why he's the hilarious barbarian created by the talented **Sergio Aragones**. **GROO THE WANDERER** was formerly published by Pacific Comics, but will now be under the **Epic** banner. That way the book will be distributed at both comic book specialty shops *and* newsstands all over the country. **Groo's** first Marvel appearance will be in **EPIC ILLUSTRATED #27** in blazing full camera-separated color! His own book will be on sale in November, will be printed on Mando paper, and will sell for a mere 75¢! This one is not to be missed!

ITEM! DUNE and **2010** are here and Marvel's got them! These two classic science fiction novels will become major motion pictures this Christmas, and Marvel will be releasing the official comics adaptations of both movies. **DUNE**, based on the novel by **Frank Herbert**, and **2010**, the sequel to **Arthur C. Clarke's 2001: A SPACE ODYSSEY**, will appear in the **MARVEL SUPER SPECIAL** format and each will then run as a limited series. These books are bound to be instant collectors' items, so reserve your copy now!

ITEM! If you are a **G.I. Joe** fanatic, but don't own a complete run of their book, here's some great news! Marvel is publishing the **G.I. Joe YEARBOOK**, a veritable **WHO'S WHO** of the **G.I. Joes**. The book will reprint **G.I. Joe** #1 and will feature ten pages of highlights of **G.I. Joe** history. Also included will be fact files on all the characters — heroes and villains — written by **Larry Hama** and drawn by **Frank Springer**. Rounding out the book is a cross section of the new Pit, **G.I. Joe** headquarters and a wraparound cover by **Mike Golden**. This book is ideal for the new reader who wants to be brought up to date and for the loyal fans who want to know everything there is to know about this exciting group!

ITEM! It's time for the editorial shuffle again as **Jim Owsley**, **Larry Hama's** assistant editor, takes on the editing chores of the **Spider-Man** titles, replacing **Danny Fingeroth**, who left the position to become the regular writer of **THE WEB OF SPIDER-MAN**. **Jim** will continue to write **POWER MAN AND IRON FIST**, but will relinquish the editorial reins of **CONAN THE KING** to **Larry Hama**. **Keith Williams** will be **Jim's** new assistant and **Pat Redding** will replace **Jim** as **Larry Hama's** assistant. Also **Dan Daley** has joined the Marvel staff replacing **Linda Grant** as **Denny O'Neil's** assistant editor. **Linda** has moved to sunny California and will continue to write **THE FURTHER ADVENTURES OF INDIANA JONES** in between visits to the beach.

ITEM! And now you know!

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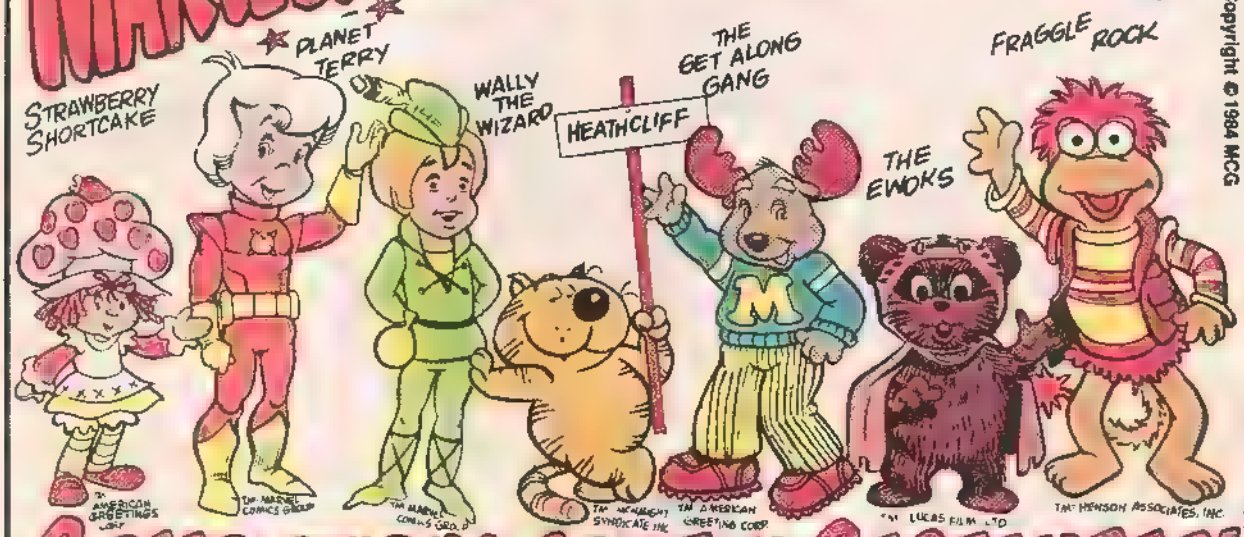

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by **Dwight Jon Zimmerman**

If you have already picked up **MARVEL GRAPHIC NOVEL** #11 featuring **VOID INDIGO** by **Steve Gerber** and **Val Mayerik** then you know that **VOID INDIGO** is about a strange quest for vengeance that begins before the time of recorded history, when the land was ruled by the mystic Dark Lords and beseiged by barbarian hordes from the north led by the fierce chieftain, **Ath'Agaar**.

In a desperate attempt to destroy their attackers and reverse their declining power, the sorcerous rulers seized **Ath'Agaar** and his woman, **Ren**, and brutally tortured and slayed them. But **the Dark Lords'** victory proved short-lived. In the aftermath of their success, **the Dark Lords** and the civilization they ruled were abruptly annihilated.

Now, eleven centuries later, the soul of **Ath'Agaar**, housed in the alien body of **Jhagur**, possessing an alien's thoughts, an alien's

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sense of morality and justice, and an Earth barbarian's desire for vengeance, is on Earth — determined to finally right the wrong done to him and his woman by slaying the reincarnations of **the Dark Lords**, no matter where they are or *who* they are! That's where the Graphic Novel ends and where the Epic comics series begins.

"**VOID INDIGO** is not for everybody," says author **Steve Gerber**. **MARVEL AGE MAGAZINE** recommends **VOID INDIGO** only to mature readers. "This is going to be a very strange series — very provocative! It will deal with a lot of things not normally dealt with in comics in the terms of real subject matter and, for lack of a better word, cosmic subject matter."

"**VOID INDIGO** is titled after the ambiance, not the character," **Steve** said, "because it is entirely possible for **Jhagur** to be killed or written out of the series. It is also entirely possible that some other character could emerge and supplant **Jhagur** as the main character. There might even be issues in which **Jhagur** does not appear. The point being that anything can happen in the series. You will not know what is happening from issue to issue, and you will not be able to predict anything."

Steve quickly added, "I'm not saying that any of those things I just mentioned will happen, but that I wanted a series which would be flexible enough so that if I decided to, or if the character made the choice for me, and he had to go, there would still be a means of continuing the series. It's kind of hard to do a **SPIDER-MAN** comic if there's no **Spider-Man**."

The go-ahead for the Graphic Novel was given in early 1983, but work did not begin until October of the same year. "The reason **VOID INDIGO**, the Graphic Novel, did not come out sooner," **Steve** said, "was because I was deeply involved at the time in Marvel Productions' animated **DUNGEONS AND DRAGONS** series." What **Steve** did was take the original material for the graphic novel and break it down for artist **Val Mayerik**, including layouts of the

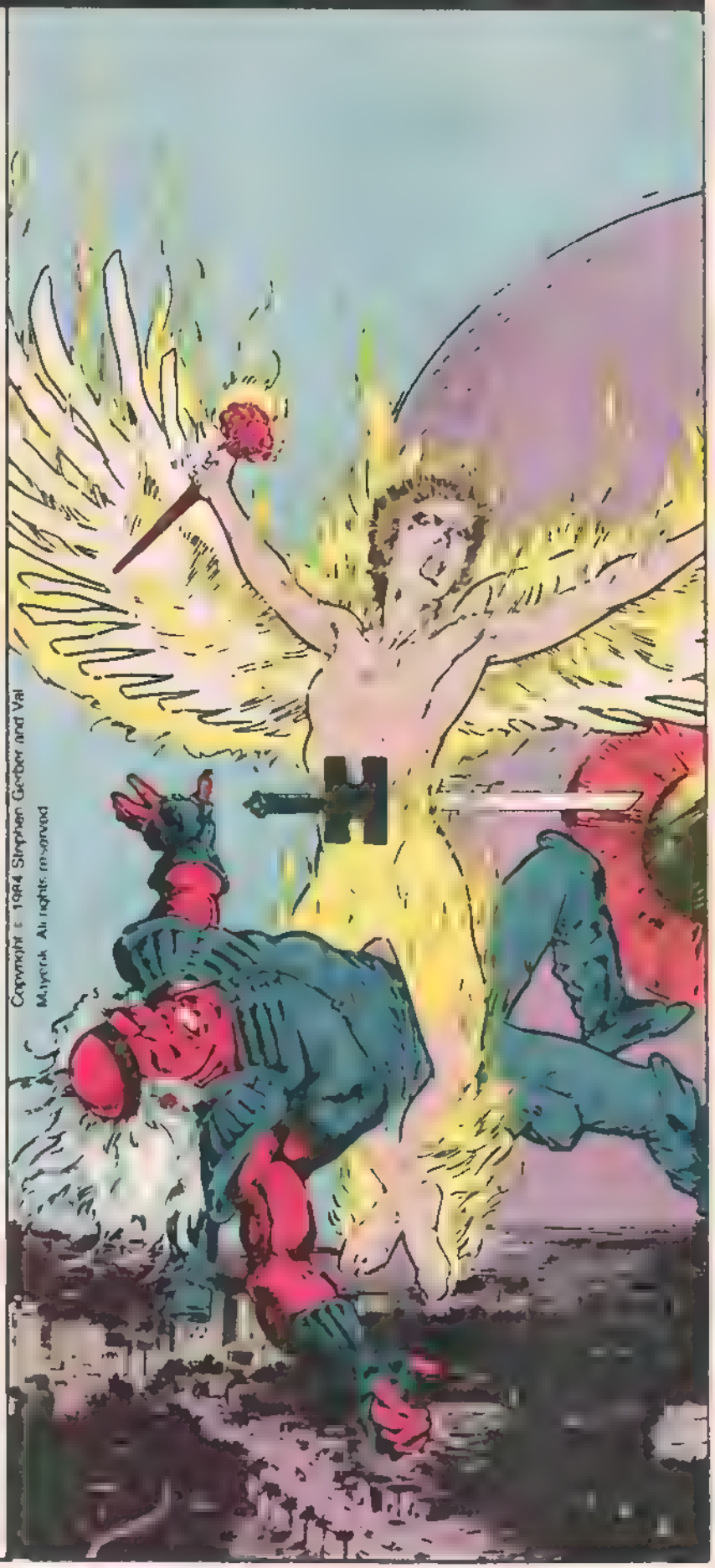
panel arrangements. "I gave him some rough dialog so he could get a sense of what the dialog would ultimately be," **Steve** said. "That did two things, it gave him a better idea of what was going on and how much space to allow for my final dialog." Then **Steve** took a month-long vacation.

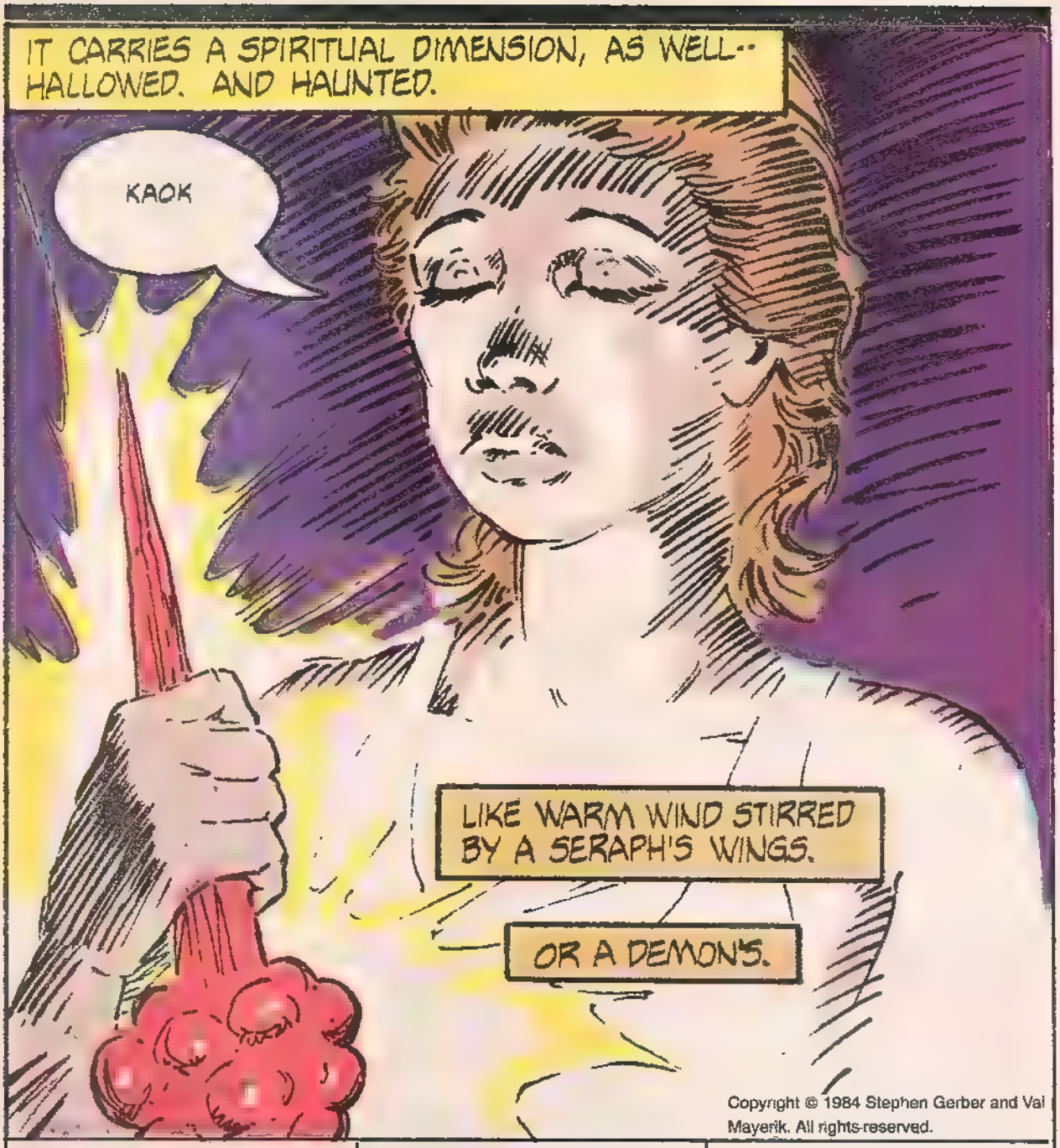
When he returned, **Val** had completed rough pencil layouts of approximately the first half of the Graphic Novel. From these layouts **Steve** wrote the final script. "It was a weird hybrid of the full script and the Marvel style," **Steve** said

VOID INDIGO is **Steve's** first project for Marvel Comics since 1978. **Steve** is thrilled to be working again with **Val Mayerik**, with whom he co-created **HOWARD THE DUCK** years ago. "**Val** did an excellent job on the Graphic Novel," **Steve** said. "He's never really had a good showcase for his work and I was hoping that the Graphic Novel would do it. And I think that it has. I'm very pleased with what he did."

Val was quick to add his own feelings. "It's good working with **Steve** again. He and I have a very good rapport. Oddly enough, we've only spoken to each other in person about three times in all th years we've known each other. But that's not stopped us from being very close allies on this project." **Val** was especially excited about the chance the Graphic Novel gave him to explore new ways of artistic storytelling. "When I got the chance to do **VOID INDIGO**, I told editor **Archie Goodwin** that I wanted to paint, not draw, the Graphic Novel. **Archie** was very supportive. He told me that if I felt I had enough confidence to do a quality job in that medium, then I should go ahead and do it.

"Most of the graphic novel, you'll note, was done literally like paintings. In the pages of the modern section, if you really scrutinize them, you'll see they are water-color washes with colored pencil. It occurred to me that in the contemporary section of the story it might be more appropriate to use a more contemporary style





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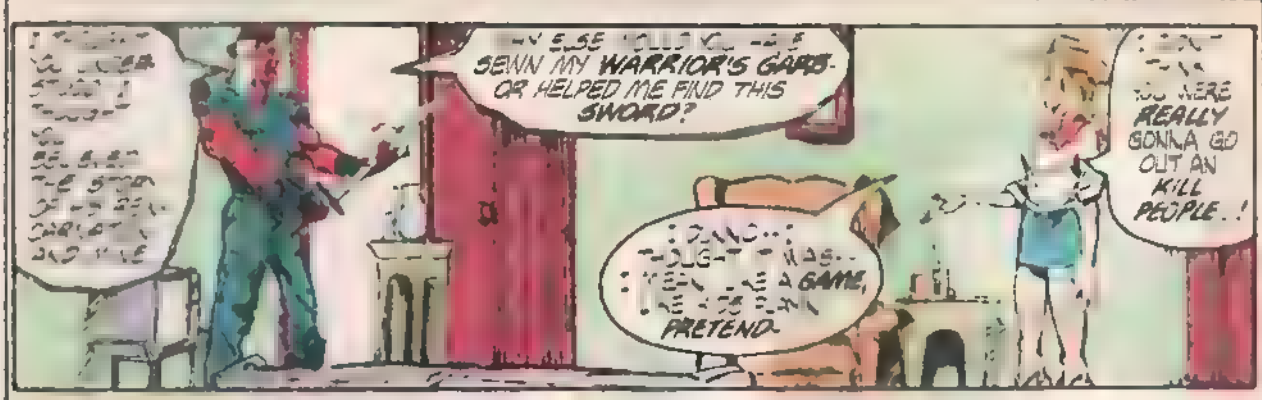
to illustrate it. I worked real hard to make sure the switch would not be jarring."

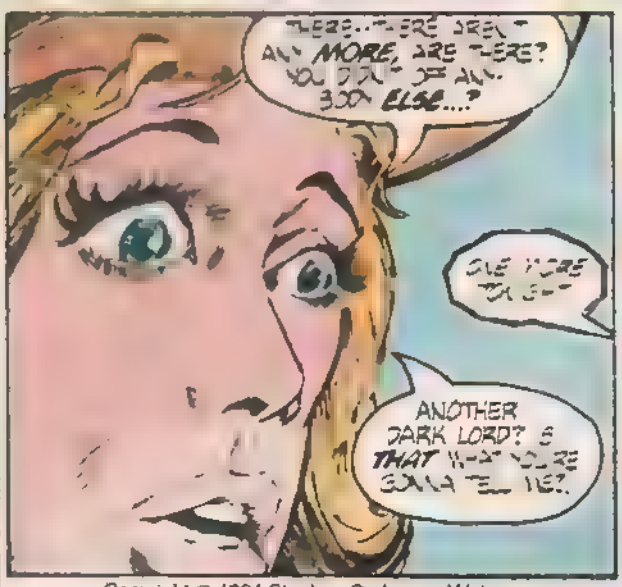
The comic-book series will be drawn in pen and ink, but will be hand water-colored by **Val**. "You are able to do better modeling of the colors and experiment with different dyes and markers to achieve a wider range of colors and effects."

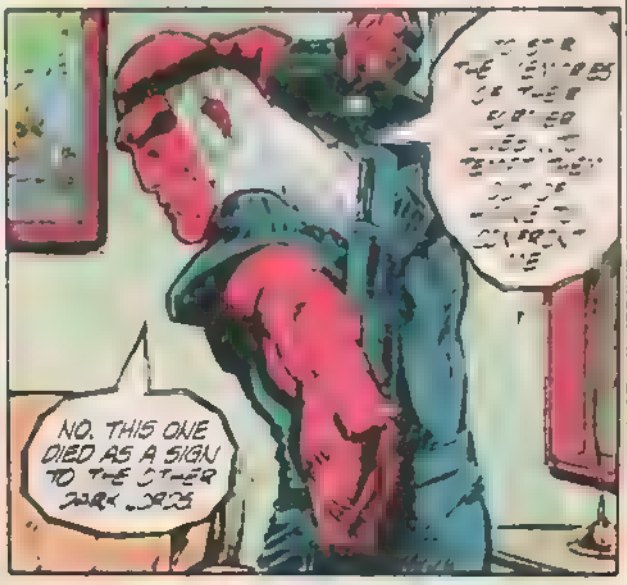
Val added, "I think that the Epic comic book series will be superior to the Graphic Novel. The Graphic Novel not only established the story, but showed me what I could do as an artist. And the lessons I learned with the Graphic Novel really helped me in showing how far I can personally go. It was a challenge, and I'm having even more fun working on the comic book series. The more I get into it, the more I like it. It's *not* a boring story! And the fact that **Steve** springs so many surprises on me, has me drawing so many different things and has me searching myself to discover how to tell the story without falling back on the clichés, well, that's all that an artist can ever ask of a writer."

A sense of realism is something that both **Steve** and **Val** repeatedly mentioned as being paramount in the overall tone of **VOID INDIGO**. In addition, one of the moods they have established is that even though **Jhagur** and his companion, **Linette**, are living in a modern city filled with all the spectacular architecture and industrial advances of the modern age, it is a city that is morally decaying. And there is a subtle, sometimes *not* so subtle, statement that man's soul really hasn't changed over the millenium. In many respects, he is still dealing with sword and sorcery imagery.

The streets have become bat-







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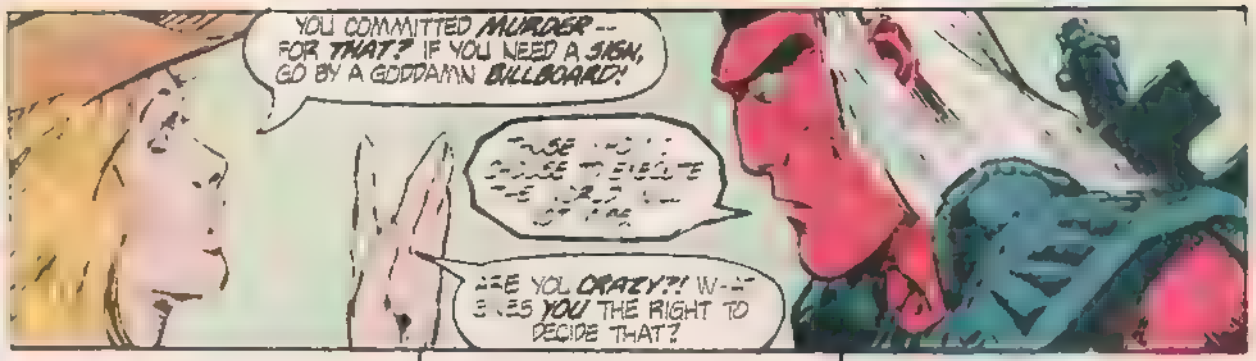
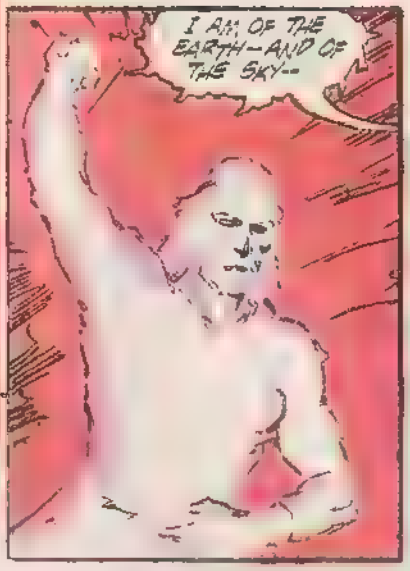

YOU COMMITTED MURDER -- FOR THAT? IF YOU NEED A SIGN, GO BY A GODDAMN BILLBOARD!
ARE YOU CRAZY?! WHO GIVES YOU THE RIGHT TO DECIDE THAT?

tlegrounds between cops and gangs with the economically disadvantaged innocents caught in the middle. Meanwhile, the rich and ultra-rich isolate and insulate themselves from this vulgar threat just as nobles and rulers of the past did by moving to the country and building walled estates. The names and trappings have changed, but the actions have still remained the same.

In the first issue of the Epic comic book, **Jhagur's** quest quickly takes some very strange turns. **Linette**, who regards her adventure with **Jhagur** as something of a put-on, suddenly, and graphically, discovers that everything happening around her is true! And **Jhagur**, himself, discovers how difficult it is being an alien on what, for him, is an extremely primitive planet. At the same time, paradoxically, he possesses an even more primitive Earthman's standard of conduct. that of the barbarian **Ath'Agaar**

"One of the most interesting things in this series for me is taking the whole barbarian ethos and transplanting it into the 20th Century," **Steve** said. "What you get is something very weird, because a character like, say **Conan** who is completely admira-



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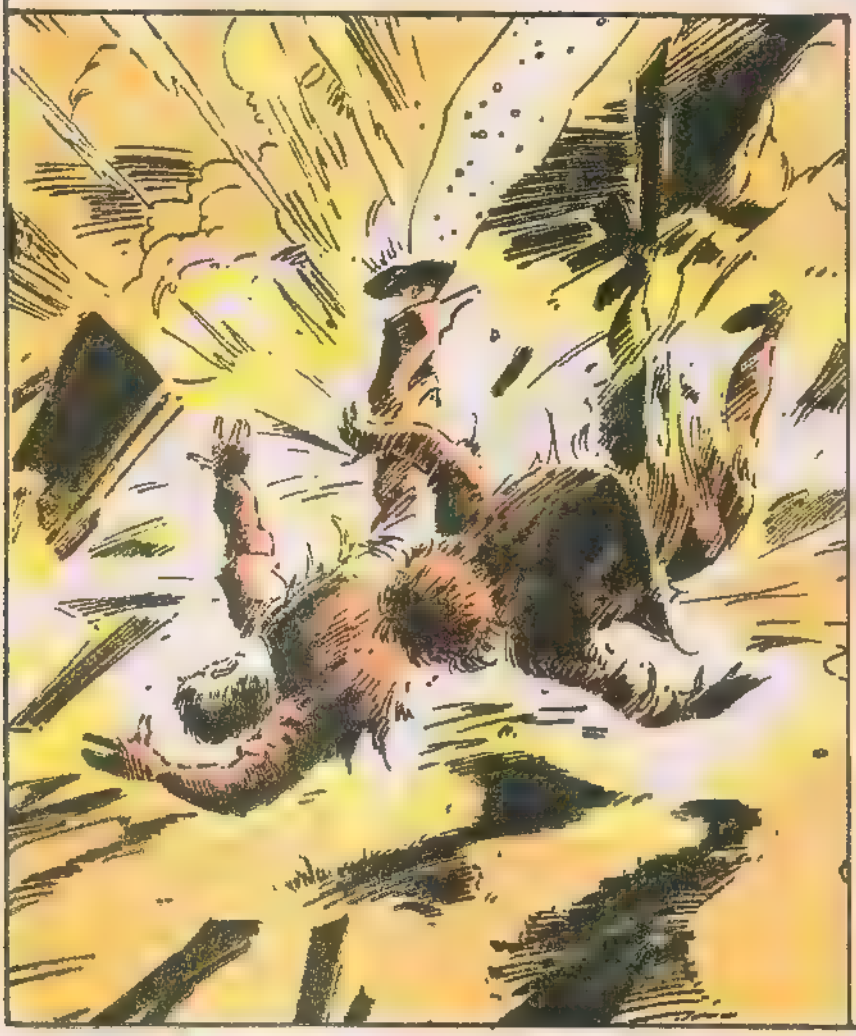
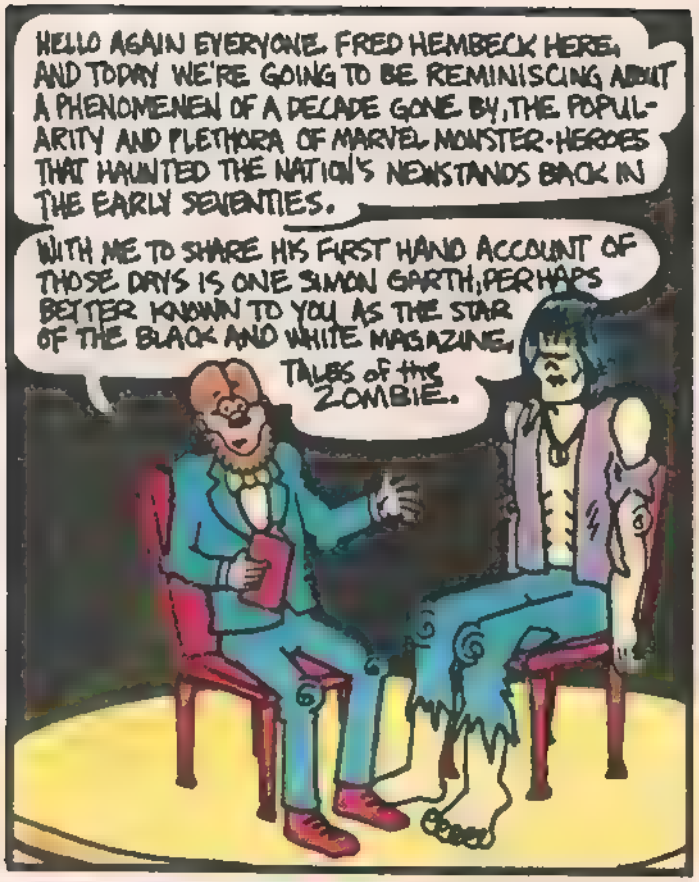
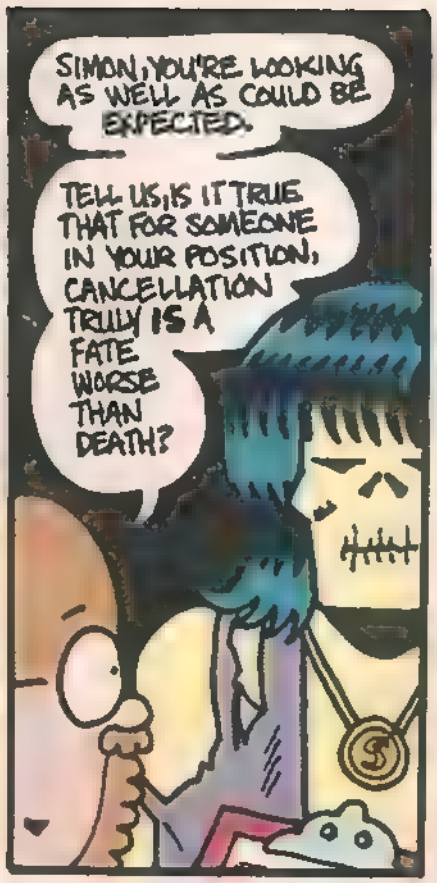


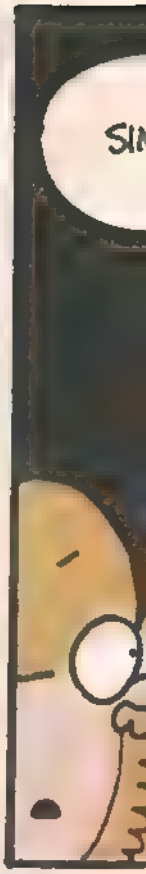
ble within the context of the Hyborean Age, is not so admirable in the context of 20th Century society. He doesn't exactly become an anachronism, he becomes a force almost beyond understanding because he's operating on a totally different ethical principle than what the rest of society acknowledges. There is literally no way to reason with him because the two ethical principles have nothing in common. **Jhagur's** entire concept of what is good and what is evil and what is just and what is not were shaped by influences that range all the way back to the time of **the Dark Lords** and as far away as half a galaxy. **Jhagur** is truly an alien!"

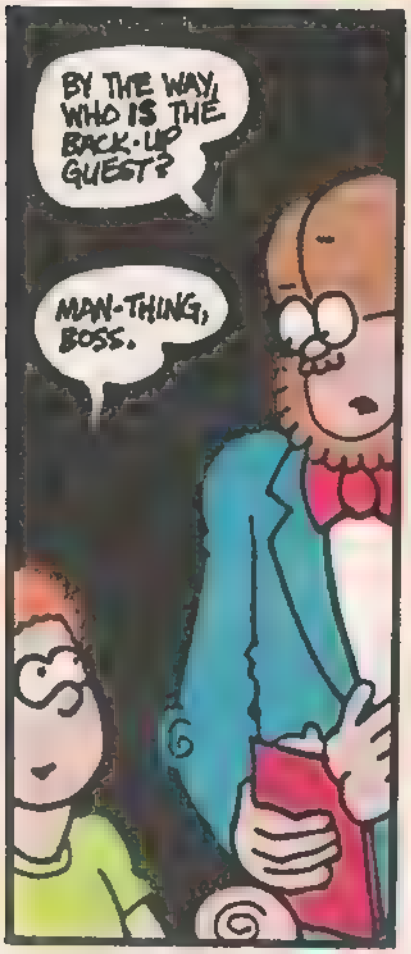
Or, as **Val** put it, "**Steve** creates some of the best, and weirdest, eccentric charcters ever written!"

Steve describes **VOID INDIGO** as "a super hero comic, it's a sword-and-sorcery comic, it's also a horror comic. It has all the elements people are used to seeing in a comic book story, they've just been interpreted in a different way. Anyone who is really interested in reading something they haven't seen before, **VOID INDIGO** is a very good comic to read."

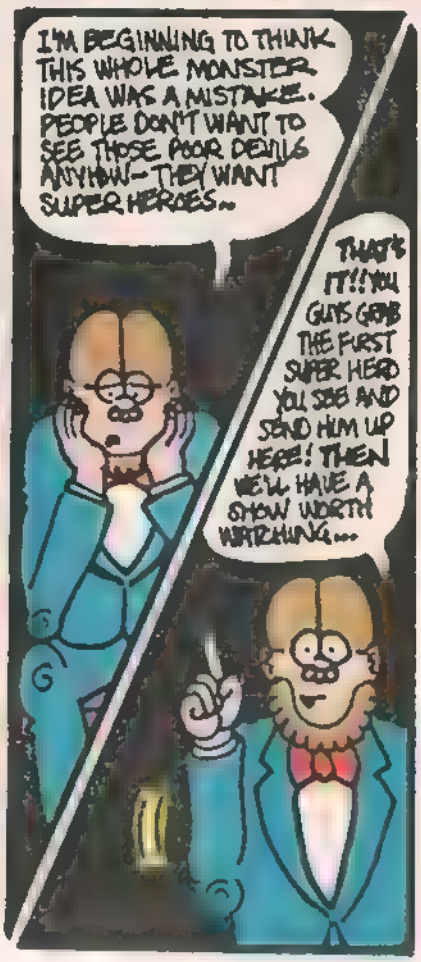

HELLO AGAIN EVERYONE. FRED HEMBECK HERE, AND TODAY WE'RE GOING TO BE REMINISCING ABOUT A PHENOMENEN OF A DECADE GONE BY, THE POPULARITY AND PLETHORA OF MARVEL MONSTER-HEROES THAT HAUNTED THE NATION'S NEWSTANDS BACK IN THE EARLY SEVENTIES.
WITH ME TO SHARE HIS FIRST HAND ACCOUNT OF THOSE DAYS IS ONE SIMON GARTH, PERHAPS BETTER KNOWN TO YOU AS THE STAR OF THE BLACK AND WHITE MAGAZINE, TALES of the ZOMBIE.


SIMON, YOU'RE LOOKING AS WELL AS COULD BE EXPECTED.
TELL US, IS IT TRUE THAT FOR SOMEONE IN YOUR POSITION, CANCELLATION TRULY IS A FATE WORSE THAN DEATH?





MAN-THING? WHAT DO YOU EXPECT THAT GRUESOME PILE OF GLOP TO TELL ME?? HE DOESN'T EVEN HAVE A MOUTH, FOR PETE'S SAKE--GET HIM OUTTA HERE!
BACK TO THE GREEN ROOM, BIG GUY...


I'M BEGINNING TO THINK THIS WHOLE MONSTER IDEA WAS A MISTAKE.. PEOPLE DON'T WANT TO SEE THOSE POOR DEVILS ANYHOW--THEY WANT SUPER HEROES..
THAT'S IT!! YOU GUYS GRAB THE FIRST SUPER HERO YOU SEE AND SEND HIM UP HERE! THEN WE'LL HAVE A SHOW WORTH WATCHING...

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MON?...
PSST--HEY BOSS...
CAN'T YOU SEE I'M CONDUCTING AN INTERV--
ZOMBIES CAN'T TALK BOSS.
ZOMBIES CAN'T--? WHY DIDN'T SOMEONE TELL ME THAT? IS MY ENTIRE STAFF MADE UP OF INCOMPETENTS?
WE JUST FOLLOW YOUR LEAD, BOSS.
NEVER MIND ABOUT THAT! JUST GET THAT STIFF OUTA HERE!
I TELL YOU, IT'S A GOOD THING WE BOOK A BACK-UP GUEST FOR EACH SHOW, OR I'D BE IN REAL TROUBLE!
WE GOT ONE BOSS.
GREAT! NOW--
--OH NO!! I DON'T BELIEVE IT...
..THIS JUST ISN'T MY DAY...

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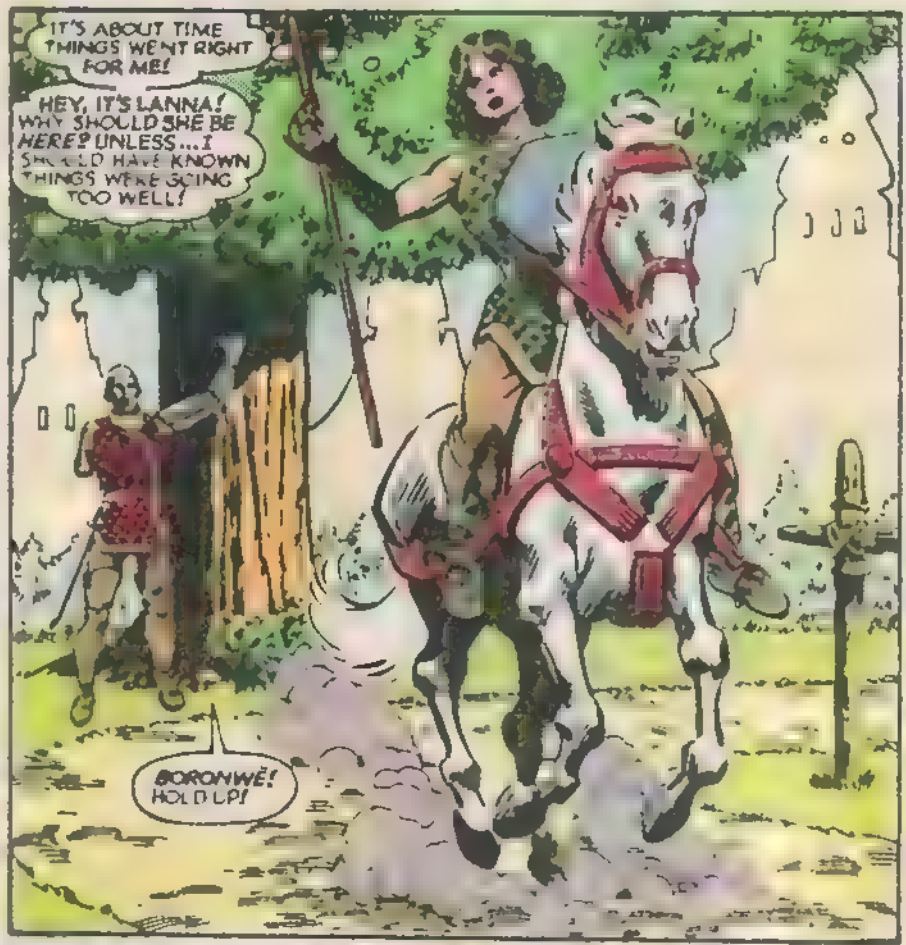
THE SISTERHOOD OF STEEL


IT'S ABOUT TIME THINGS WENT RIGHT FOR ME!
HEY, IT'S LANNA! WHY SHOULD SHE BE HERE? UNLESS...I SHOULD HAVE KNOWN THINGS WERE GOING TOO WELL!
BORONWË! HOLD UP!

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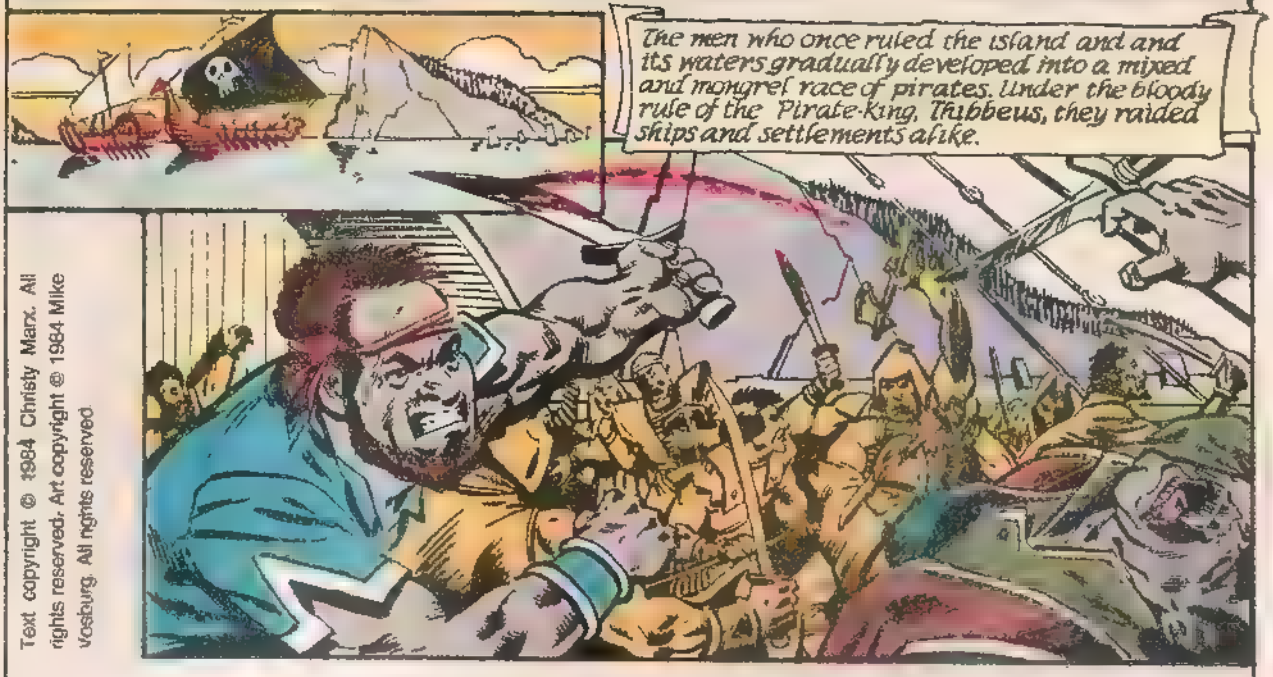
by **Dwight Jon Zimmerman**

Her name is **Boronwë**. She is seventeen years old. Sold at the age of four to a legendary group of warrior-women, her life has been guided by two dictums: the study of war and unceasing servitude to **the Sisterhood**. Now she is ready to take the final test. Should she pass the Week of Trials, she will prove to the world and herself that her sword and skill make her worthy to join the ranks of the mighty **SISTERHOOD OF STEEL**. Created and written by **Christy Marx** and penciled, inked and colored by **Mike Vosburg**, this new bi-monthly series from the Epic line of comics is an action and adventure fantasy saga set during the time when the sword and the catapult were the primary weapons of war, and man wielded them ruthlessly in a civilization having little respect for women as


The men who once ruled the island and and its waters gradually developed into a mixed and mongrel race of pirates. Under the bloody rule of the Pirate-king, Thubbeus, they raided ships and settlements alike.

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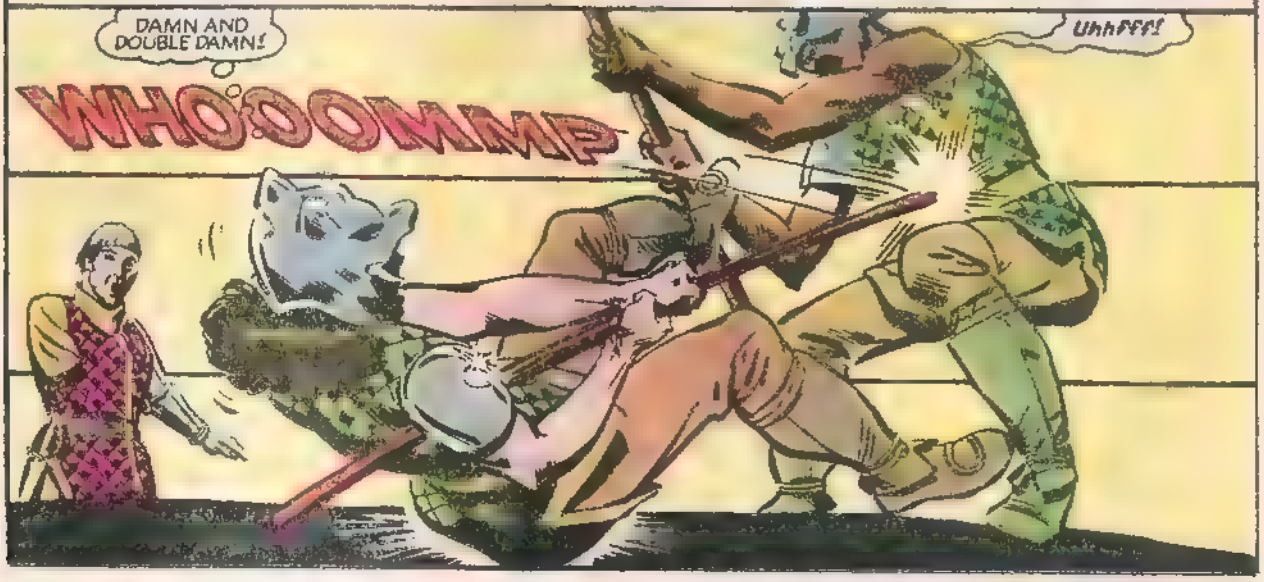
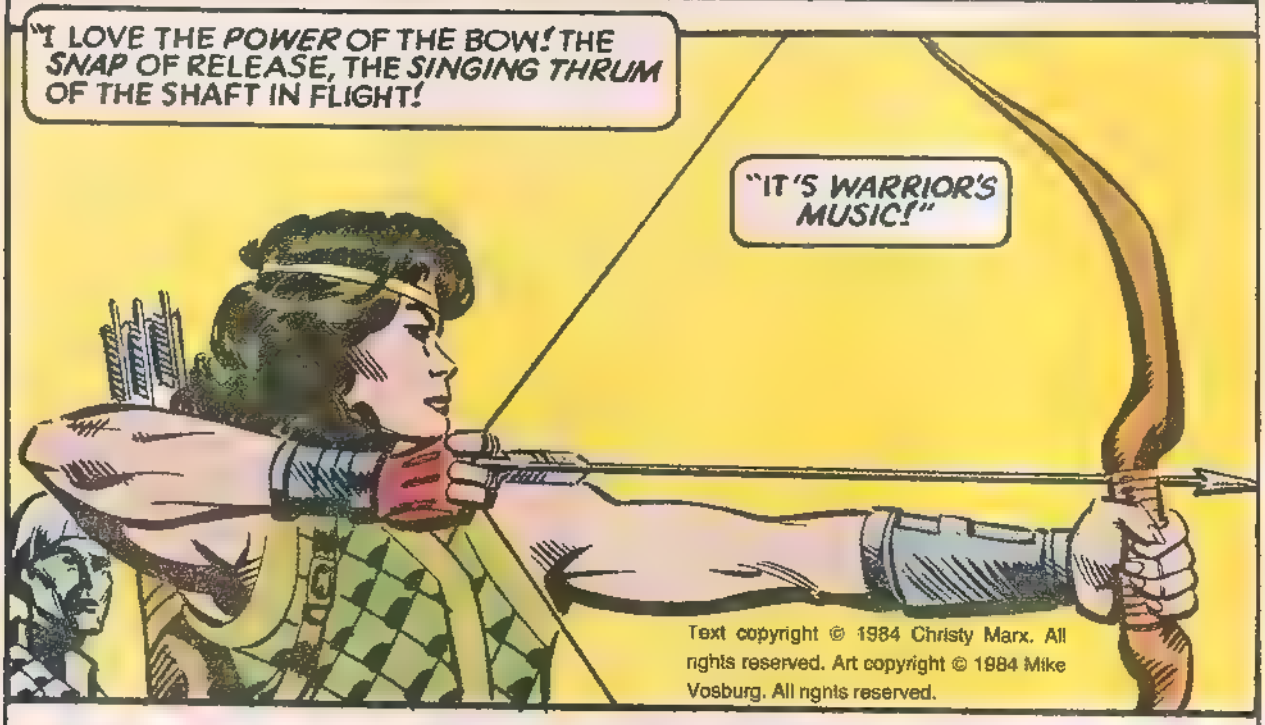
mates, and even less regard for them as warriors.

It is a saga about one member of **the Sisterhood**, **Boronwë**. Through her, and her life in the mercenary organization of warrior-women, **Christy** and **Mike** weave an intricate tale of adventure and intrigue in which we discover not only that **Boronwë** is a warrior but that she also is very much a woman.

"My approach to **SISTERHOOD**," **Christy** said, "was that if there really was a group of women who wanted to be completely independent, how would they operate, how would they function, how would they maintain their independence in a world in which man basically ran everything? What kind of military organization would they have to set up, how would they support themselves economically — I worked all that out in great detail and then focused on one character in this overall structure."

The Sisterhood is ruled by three women collectively known as **the Matrix**. At the top of this trinity is **Greyan, the Queen of Swords**. Below her is **Vandalia, the Princess of Swords** who is the supreme military commander, and **the Matron**, who is responsi-





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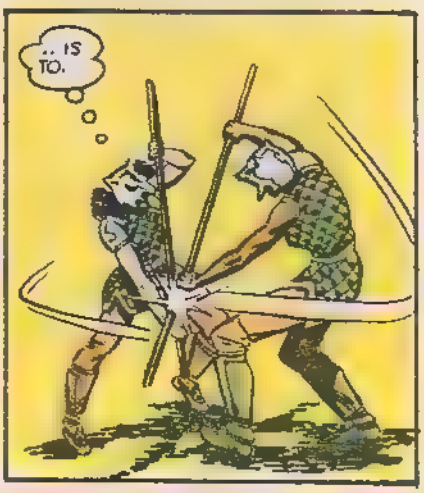
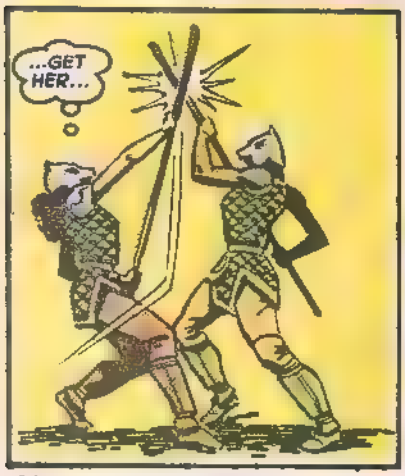
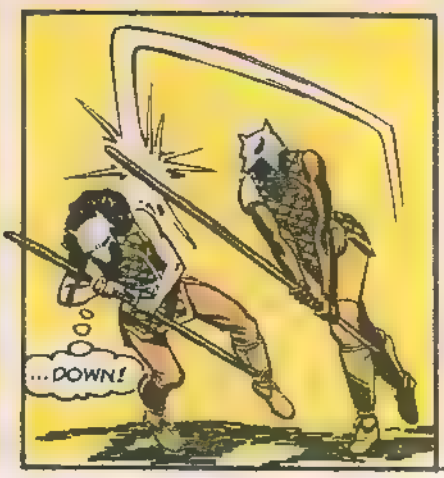
SSSSSHHHHOOOOONNNK!



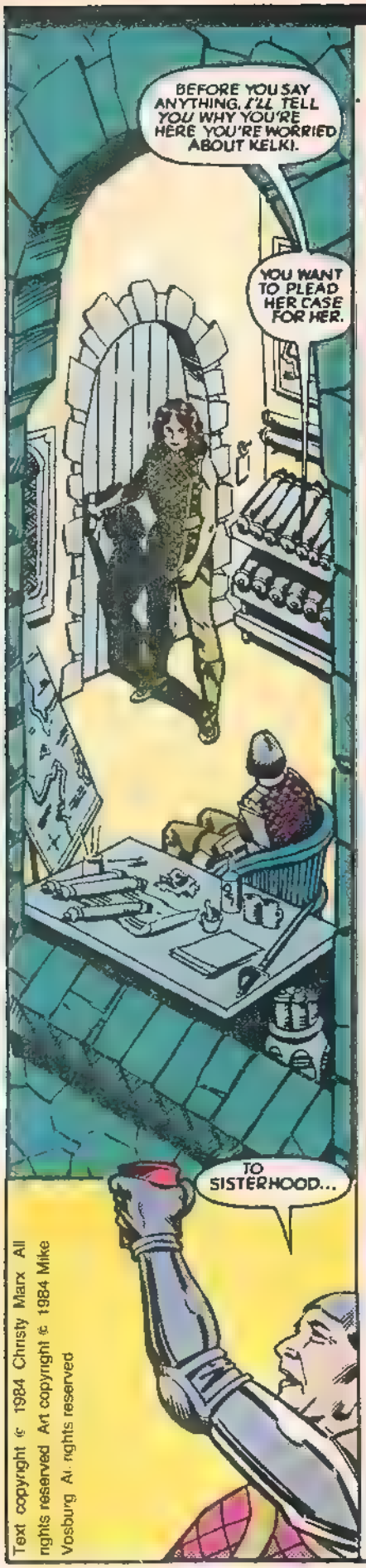




ble for the administration and the upkeep of the island base of **the Sisterhood**.

Even though it is possible for the members of **the Sisterhood** to request and receive permission to bear a child, the most common practice of filling **the Sisterhood's** ranks is through the purchase of female children. "Paradoxically, **the Sisterhood** believes that what they are doing is actually buying the freedom of these four-year-old girls," **Christy** said. For it is only through **the Sisterhood** that the girls are allowed to grow and compete as equals to men.

Shortly after arriving at **the Sisterhood's** island, the children are paired into mutually compatable teams called swordmates. **Boronwë's** swordmate is **Kelki**. And it is when **Kelki** fails to pass the Week of Trials that **Boronwë** learns how difficult it can be to be a member of **the Sisterhood of Steel**. Both were taught that a mercenary's life is not an easy, nor generally a long-lived, one. In addition every warrior-woman must overcome the prejudice against her for being a woman in a career


BEFORE YOU SAY ANYTHING, I'LL TELL YOU WHY YOU'RE HERE. YOU'RE WORRIED ABOUT KELKI.
YOU WANT TO PLEAD HER CASE FOR HER.
TO SISTERHOOD...

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deemed fit only for men. But neither were prepared to deal with the consequences of an even more insidious threat. That of love. No member is denied the comfort of a man's caress, but they are forbidden to love and marry any man so long as they are part of **the Sisterhood**. Any attempt to escape their obligation brings swift, immutable retribution. When **Kelki** fails the test, and runs off with the man she loves, **Christy** said, "**Boronwë** will be placed in a position where she is torn between her duty to **the Sisterhood** and her friendship with **Kelki**."

Boronwë, herself, is very earthy and intelligent. She enjoys life and has an appreciation for the beautiful and quiet things in it. "She likes to collect very fine pieces of weaving," **Christy** said. "She doesn't have any particular goals at this moment. She's going out to serve **the Sisterhood** because that's all she knows. Everything, her entire life, is **the Sisterhood**. She's not a complete innocent, but she's still somewhat ignorant of the ways of the world."

Boronwë's greatest enemy proves to be not one of the slavers or other groups of men who wish to see **the Sisterhood** destroyed. Her most powerful, and dangerous, foe lies within **the Sisterhood** itself — **Vandalis, the Princess of Swords**. And because her enemy is one of the most powerful women in **the Sisterhood**, **Boronwë** must keep both her wits and her fighting arm at their peak.

Coordinating the efforts of a writer who lives in California, an artist in Indiana and an editorial office in New York City proved to be no problem. "One of the things that I've really enjoyed about this project is working with **Laurie Sutton** and **Archie Goodwin**," said **Mike** about the **SISTERHOOD** series editor and the Epic editor. **Christy** was equally enthusiastic. "**Laurie's** been great. She was very supportive of the concept of **the Sisterhood** when she first saw it. And I owe quite a bit to her for making **THE SISTERHOOD OF STEEL** a reality!"

As for working with artist **Mike Vosburg**, **Christy** said, "He's added a lot of wonderful visual elements and done a lot to bring this series to life. I'll just sit down and write an outline for **Mike**. From that, **Mike** does the penciled art. Then, when I get the pencils from him, I use a technique of writing **Jim Shooter** taught me a number of years ago. I lay down a sheet of tissue paper over the art and write the captions and dialog on the tissue. That way I keep a good balance of words and pictures."

And as for the result? **Mike** said, "I think you will see how well we work together in the comic book."

J.M. DeMatteis Interviews himself about his new Epic Comics series . . .

Moonshadow

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Q: So — what *is* **Moonshadow** about?

A: **MOONSHADOW** is a picaresque tale . . . a black comedy . . . a joyous tragedy . . . a serious look at Man's eternal quest for truth and meaning . . . and a sometimes silly, sometimes sardonic look at Man's eternal penchant for self-destruction. It's also a series rooted very much in a literary — as opposed to a comic book — tradition. Not to say that it's high-falootin' or pompous . . . but that it draws inspiration from the novels that have fed our main character's (*and* the author's) soul. That's why I've sometimes described it as "*Siddhartha* in Outer Space" or "*Don Quixote* goes to the Stars" or "*Candide* in a Rocket Ship."

But the truth is, *nothing* that I've just said is *really* accurate

Q: Huh? Why not?

A: Because **MOONSHADOW** is first and foremost, a highly *personal* story. It's an autobiography in fantasy terms. No, my mother isn't a burnt-out hippie as **Moonshadow's** is — and my father wasn't a grinning ball of light . . . but **MOONSHADOW** does take, as its *prime* inspiration, two years in the writer's life. Two years of internal struggle and development translated into a concrete (albeit highly bizarre) universe.

But don't try to psychoanalyze it or read me into it . . . you'll just get eyestrain.

Q: That's all very interesting — but what *is* **MOONSHADOW** really *about*?

A: It's about a highly intelligent, staggeringly naive hippie named **Sheila Bernbaum** who, in 1968, is Popped!, Poofed!, and Pinged!

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across space by a *G'l-Doses*
Q: What's a *G'l-Doses*?
A: Only their dentists know for sure.
Q: Uh-huh. So, is this **Shella** person **Moonshadow**?
A: Uh-uh. **Moonshadow** is her *son* . . . the result of a (quite literally) whimsical mating with the G'l-Doses — and **Moon** is as naive, as starry-eyed, as much a romantic dreamer as his Mom. Even *more* so — since his entire view of life, love, and the universe has been formed by *books* romantic literature to be precise. Tales of adventure, derring-do, noble sacrifice, and fantasy. In fact, if I had to say that **MOONSHADOW** is any *one* thing, I'd say it's a fairy tale. A fairy tale for grown-ups.
Q: Who's the weird little creature with the bowler hat I've seen pictures of?
A: That's **Ira**: a lecherous, obnoxious, foul-mouthed alien who also happens to be (through no fault or inclination of his own) **Moonshadow's** best friend and travelling companion. **Ira** is everything **Moonshadow** isn't — he's cynical, nasty, sickeningly pragmatic — and it's the tension between the two, the hard lessons they each learn as they meander about the universe, and the ultimate changes in their relationship that really drives the story.

But that's not quite true, either.
Q: Then what's the *essence* of the story?
A: Brooklyn.
Q: *Brooklyn?*
A: Brooklyn
Q: Care to expand on that?
A: Nope.
Q: All right — so what can you tell us about the art?
A: It's magnificent. **Jay Muth's** contributions to **MOONSHADOW** have been awesome. His work is unlike anything being seen in comics today. His paintings (and this whole series is being painted with a delicacy and sensitivity that will knock you out!) are brooding, romantic, touching — and often bizarre in the extreme as befits the storyline. Collaborating with **Jay** has forced me to stretch as writer. It takes a delicate handling of the English language to do justice to his artwork.
Q: I get the feeling you like his stuff.
A: Nah!
Q: Any final comments?
A: Well, lest anyone think **MOONSHADOW** is some extremely "heavy" treatise on The Meaning of Life, I want to stress that this series is a great deal of *fun* (or else why *do* it?). It's the kind of comic book (or "graphic story" or whatever you'd care to call it) that *I'd* like to read.
Q: Then it's aimed at an older audience.
A: Yes. It's not aimed at the traditional comics audience — but the discriminating *adult* reader who's looking for something new, different, intelligent, and, I hope entertaining. Now, that so-called adult may be fifteen or thirty-five . . .
Q: It all depends on who's on the inside looking out, right?
A: Exactly! I know some forty year olds who'd be shocked by it . . . and some kids who'd understand it *completely*. But I *would* recommend that no one below the puberty level be allowed anywhere *near* **MOONSHADOW**. I don't want to be responsible for any damaged psyches or irate mothers.
Q: Anything else to add?
A: I don't think so
Q: Thanks, J.M.!
A: Don't mention it, Mr. DeMatteis!

THE MARVEL AGE — 1966 (PART IV)

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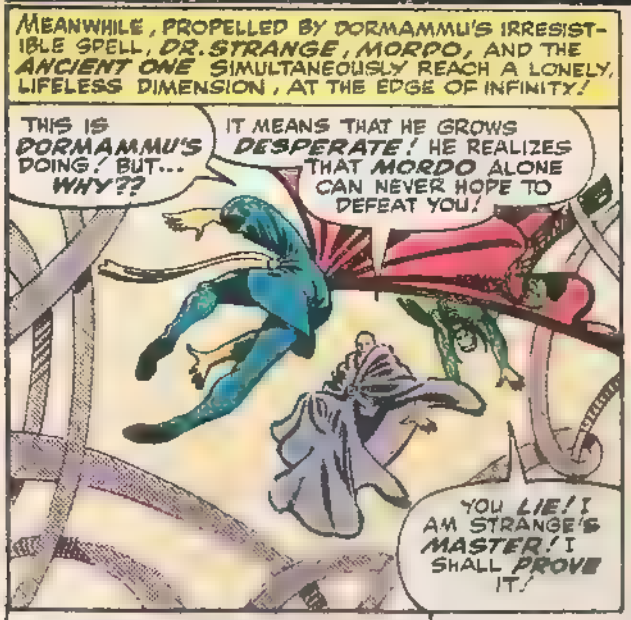
by **Warren Reece**

A little while back, we discussed the beginnings of the "Counter Culture," and the "Pop-Art Movement." All that wild stuff was slowly building pressure. The explosion didn't take place till around 1968 or '69, but the reaction against militarism, conventional clothing and hairstyling, and rules in general, was already there, especially in places like the legendary, far-out, Greenwich Village, in N.Y., and the emerging Haight-Ashbury section of San Francisco.

A bi-product of the Pop Art Movement was psychedelic art; dreamlike combinations of conventional and abstract images, rendered in vivid colors with wild abandon. Psychedelic art became intimately linked with the drug-related visions of the hippies; those long-haired, headbanded, bead-bedecked descendants of the Greenwich Village beatnicks. The word *hippie* may be defined as: one who is *hip*; "with it"; avante garde. Well, **Stan Lee**, **Steve Ditko**, and a newcomer named **Denny O'Neil** proved that they were all those things, and more; and nowhere was it ever proved better than in the pages of 1966's **STRANGE TALES**, before words like *hippie* and *psychedelic* were being used by most people. No drugs were necessary for the creators or the audience as **Dr. Strange's** confrontations with **Dormammu** and **Eternity** filled pages with wonder.

In **STRANGE TALES** #'s 140 and 141, **Dr. Strange** battled, or rather *dueled*, that living dynamo of seeting energy: the dreaded **Dormammu**. **Dormammu**, who embodied power approaching god-like proportions, would've far outclassed **Dr. Strange**, but for an ingenious equalizing factor: the use of the Pincers Of Power. These wrist-worn weapons generated prehensile arcs of energy for grabbing and shocking an opponent. With an agreement to use these weapons, and no other spells or incantations — an essentially physical confrontation — **Dr. Strange** prepared to duel **Dormammu** in a nether dimension, with mastery of Earth, and supreme voice in the Highest Council of the known Dimensions as the victor's prize. In attendance were: **the Ancient One**, whose mystic coma veil had been lifted: **Baron Mordo**, whose weak use of **Dormammu's** power had failed against **Dr. Strange**: the lovely, captive "mystery girl," and a host of rulers from **Dormammu's** neighboring dimensions.

In the first round of the struggle, **Dr. Strange**, combining physical strength, judo, and indominable spirit, succeeded in pinning his more powerful foe. Then, in a treacherous grandstand play to regain **Dormammu's** favor, **Baron Mordo** struck **Strange** from be-


MEANWHILE, PROPELLED BY DORMAMMU'S IRRESISTIBLE SPELL, DR. STRANGE, MORDO, AND THE ANCIENT ONE SIMULTANEOUSLY REACH A LONELY, LIFELESS DIMENSION, AT THE EDGE OF INFINITY!
THIS IS DORMAMMU'S DOING! BUT... WHY??
IT MEANS THAT HE GROWS DESPERATE! HE REALIZES THAT MORDO ALONE CAN NEVER HOPE TO DEFEAT YOU!
YOU LIE! I AM STRANGE'S MASTER! I SHALL PROVE IT!

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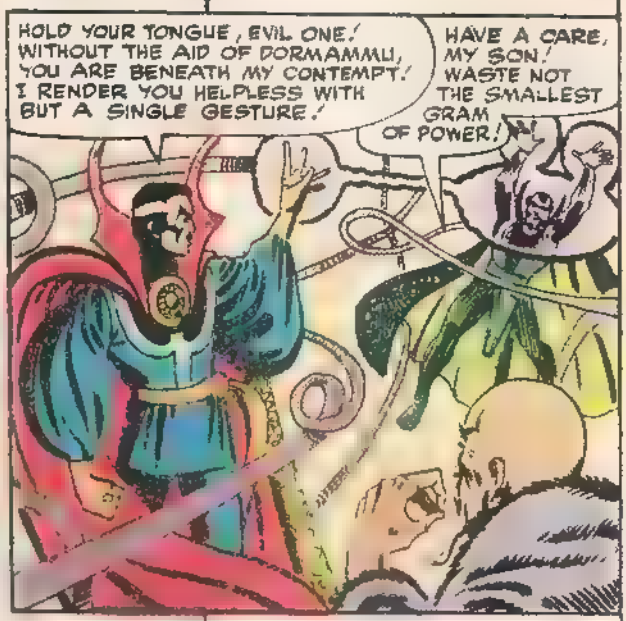
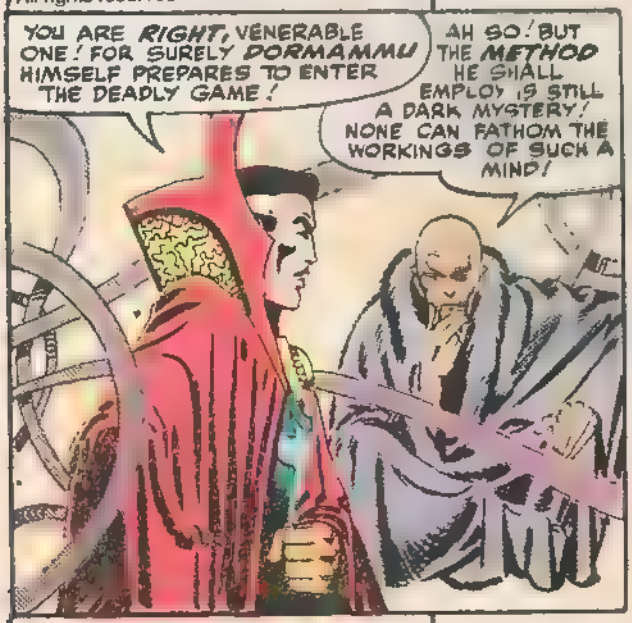
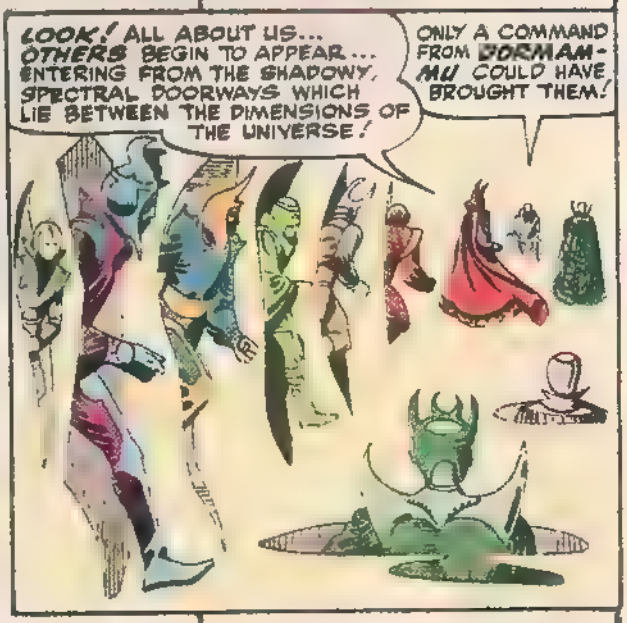

HOLD YOUR TONGUE, EVIL ONE! WITHOUT THE AID OF DORMAMMU, YOU ARE BENEATH MY CONTEMPT! I RENDER YOU HELPLESS WITH BUT A SINGLE GESTURE!
HAVE A CARE, MY SON! WASTE NOT THE SMALLEST GRAM OF POWER!


YOU ARE RIGHT, VENERABLE ONE! FOR SURELY DORMAMMU HIMSELF PREPARES TO ENTER THE DEADLY GAME!
AH SO! BUT THE METHOD HE SHALL EMPLOY IS STILL A DARK MYSTERY! NONE CAN FATHOM THE WORKINGS OF SUCH A MIND!

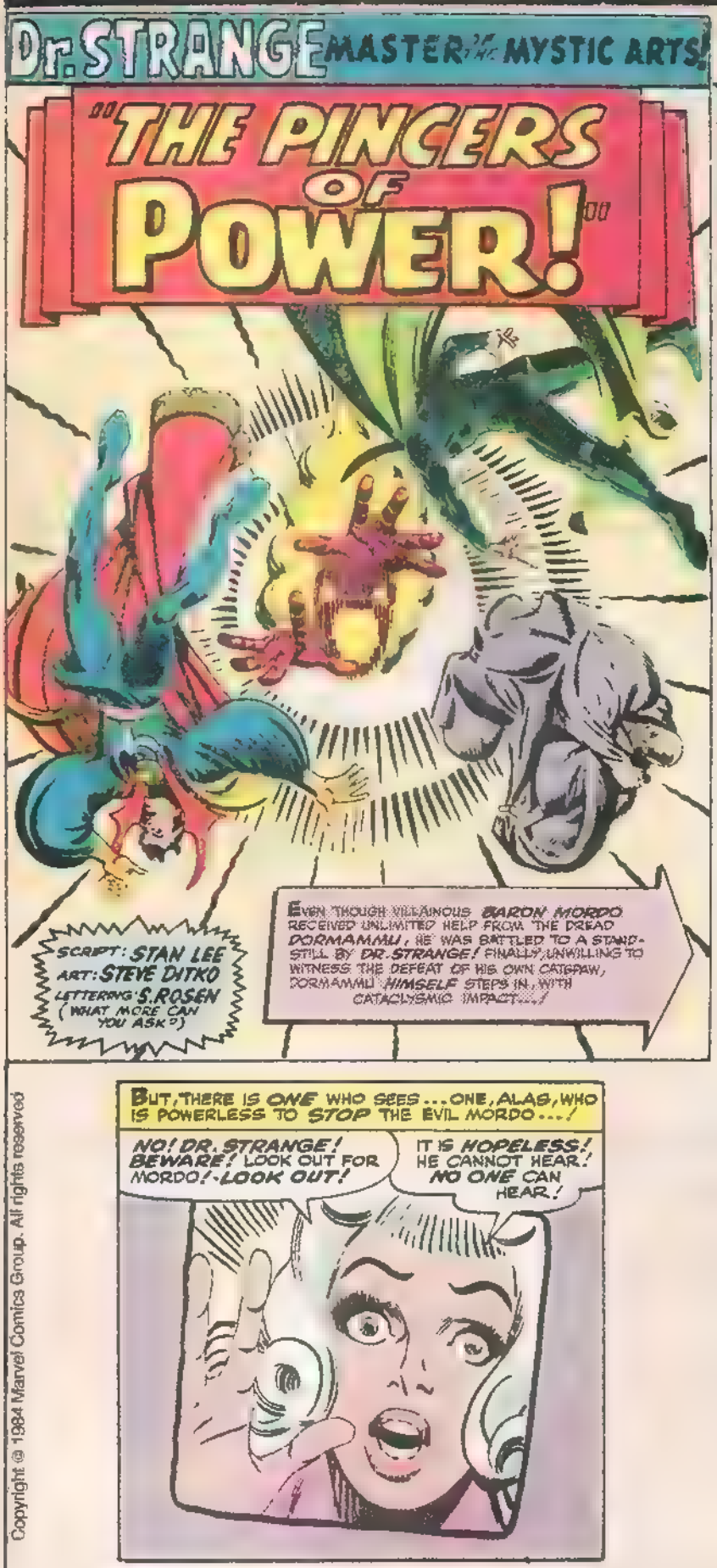

LOOK! ALL ABOUT US... OTHERS BEGIN TO APPEAR... ENTERING FROM THE SHADOWY, SPECTRAL DOORWAYS WHICH LIE BETWEEN THE DIMENSIONS OF THE UNIVERSE!
ONLY A COMMAND FROM DORMAMMU COULD HAVE BROUGHT THEM!

hind with a deadly spell. Fortunately, its lethal energy was partially diminished by a deflecting bolt of energy from the weakened **Ancient One**. Still, **Strange** fell, and remained motionless at the feet of **Dormammu**! Thus ended issue #140!

However, in the following issue, **Dr. Strange**, still alive, declared himself fit for "round two." **Dormammu**, who had furiously banished the cowardly **Mordo** to a nether-dimension for his presumtuous interference, continued reluctantly. He knew he wouldn't look good, win, lose, or draw, fighting a weakened opponent; in fact, to **Dormammu**, there was no question as to the outcome. How surprised he was when **Dr. Strange's** courage, and clever use of the unfamiliar Pincers Of Power, triumped over the superior strength and experience of his furious foe!

In spite of his magnificent efforts, **Dr. Strange's** victory was soured, when later, by the cosmically conjured, transdimensional televisual communication process, **Dormammu** made **Strange** witness the mystery girl, **Clea's** banishment to an unknown nether-dimension. **Dr. Strange** had to save her, sooner or later!

This classic adventure abounded with fast action and drama from the pen of **Stan Lee**. As for the visuals, elaborate costumes, entry of characters through


Dr. STRANGE MASTER OF THE MYSTIC ARTS!
"THE PINCERS OF POWER!"
SCRIPT: STAN LEE
ART: STEVE DITKO
LETTERING: S. ROSEN
(WHAT MORE CAN YOU ASK?)
EVEN THOUGH VILLAINOUS BARON MORDO RECEIVED UNLIMITED HELP FROM THE DREAD DORMAMMU, HE WAS BATTLED TO A STAND-STILL BY DR. STRANGE! FINALLY, UNWILLING TO WITNESS THE DEFEAT OF HIS OWN CATSPAW, DORMAMMU HIMSELF STEPS IN, WITH CATACLYSMIC IMPACT...!

BUT, THERE IS ONE WHO SEES ... ONE, ALAS, WHO IS POWERLESS TO STOP THE EVIL MORDO ...!
NO! DR. STRANGE! BEWARE! LOOK OUT FOR MORDO! - LOOK OUT!
IT IS HOPELESS! HE CANNOT HEAR! NO ONE CAN HEAR!

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trans-dimensional portals, and imaginative cosmic effects, were penciled with consummate, innovative skill, and spectacular surrealistic style and design, by **Steve Ditko**

The months following formed a period of beginnings and endings for creators as well as characters. As **Dr. Strange** took a temporary detour from his confrontations with the humiliated **Dormammu**, his path was guided by the writing talents of two newcomers: **Roy Thomas** and **Denny O'Neil**. Both were born in Missouri in 1939; the same year that Timely, the original Marvel publishing company, came into being. Both were destined to become Marvel editors, and highly influential, respected writers. **Roy** came to Marvel shortly before **Denny**, who was, in fact, **Roy's** discovery. **Denny**, a newspaper reporter, had done a series of articles on the comics renaissance. These came to **Roy's** attention. **Denny** recalled:

"For the third article in the series, I interviewed him (**Roy**). That was just about at the point when he was going to leave his teaching job at Fox High School, in late '65. I did my last piece of the series on him. It was just an article about a local boy with a strange hobby . . . and then he had been in New York maybe a few months when he had gone to work for **Stan** (**Lee**) and sent me the writer's test which **Stan** was giving out to people, which consisted of four pages of the **F.F.**, minus copy. As a lark, I took it, not expecting anything to come of it, and about a week later, they called and offered me a job, which again, as a lark, I took."

After not too long a time doing lesser chores, **Roy** and **Denny** found themselves collaborating with **Lee** and **Ditko** on **Dr. Strange**, and to **Denny** went the task of wrapping up the longstanding **Dormammu-Mordo-Eternity** storyline. As to how he came to that crescendo, be here for our next chapter of 1966!

★

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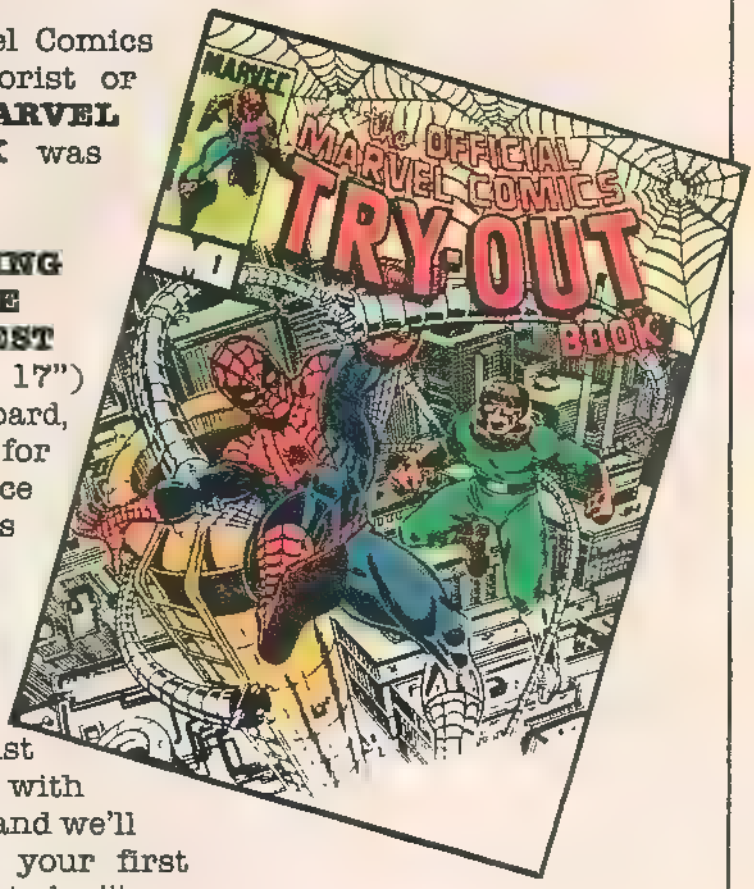

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Bullpen Bulletins

On Monday, June 4, 1984, Sol Brodsky passed away.

Most of you probably never heard of him, or, if you did, very likely you didn't pay much attention. Sol didn't spend a lot of effort trying to get headlines, or fighting to get his name bigger in the credits. He was too busy getting things *done*, invariably on time and under budget, so that someone else could get the glory.

Typically, at this point in one of these things, the writer launches into a long and thoroughly boring list of the many behind-the-scenes contributions of the deceased. Forget it. There isn't enough room here, or in a thousand of these columns. Besides, I think Sol would want this short and sweet (and on time, and under budget).

Suffice it to say, therefore, that he was one of the all-time biggies in this industry. Sure, he was Stan Lee's right hand during the early years here, but he was no mere backstage helper-outer / man-Friday, you understand. He was a *force*. A shaper. A builder.

He did a lot to help get us — the comics biz — this far.

Now he's gone. We'll remember him, of course, because of what he did — but more, because of the way he did it. He was a fine, fine man.

SOL BRODSKY
1923-1984
Production Manager
Vice-President, Operations
Vice-President, Special Projects

THE HYPE BOX

ICEMAN (Limited Series) #1 — He was a charter member of the X-Men, and he c rently belongs to the New Defenders. But in this four-issue limited series, he's on his [illegible] being a super hero still isn't a that easy! Who are White Light and The Idiot, and why are they causing all that trouble? Will Iceman finally get a date with the beautiful and mysterious Marge? The answers to these questions and more are brought to you by writer J.M. DEMATTEIS, penciler ALAN KUPPERBERG, and inker MIKE GUSTOVICH.

BEAUTY AND THE BEAST (Limited Series) #1 — This thrilling four-issue limited [illegible] credible events presented in the Dazzler Graphic Novel! Dazzler's powers are out of control! Anti-mutant hysteria is sweeping [illegible] her before something horrible happen This impossible love story is written [illegible] pencil JIN, and inked by KIM DEMULDER.

AMAZING SPIDER-MAN ANNUAL #18 — Face front, true believ annual features the retu readers around the world [illegible] this will be a wedding that forget! Read "The Scorpion Plot" by TOM DEFALCO, RON FRENZ, Finishes b and JACKSON BUTCH by STAN LEE! Excelsior!

CRASH RYAN (Limited Series) #1 — A new four-issue limited series with full [illegible]

TIMESPIRITS #1 — A young Indian brave meets a time-traveling Shaman and learns of magic, monsters, and becoming a Man! Unique, tongue-in-cheek humor is combined with shrewd insight into human nature in this sideways adventure (who says [illegible] PERRY, writer, and TOM YEAT[illegible]

☐ **THE THING #18**
DAREDEVIL #213
NEW MUTANTS #22
[illegible] Series) #2
☐ **MARVEL SUPER HEROES SECRET WARS (Limited Series) #8**
☐ **WEST COAST AVENGERS (Limited Series) #4**
☐ **MACHINE MAN (Limited Series) #3**
☐ **ICEMAN (Limited Series) #1** — The former X-Man gets his own series! See Hype Box
☐ **BUCKEROO BANZAI (Limited Series) #1** — Beginning Marvel's adaptation of the science fiction adventure movie!
☐ **BEAUTY AND THE BEAST (Limited Series) #1** — A mutant romance as only Marvel could do it! See Hype Box.
☐ **AMAZING SPIDER-MAN ANNUAL #18** — Stan (the Man) Lee is back! See Hype Box
☐ **AMAZING SPIDER-MAN #258**
☐ **INDIANA JONES #24**
☐ **POWER PACK #5**
[illegible] #60
KULL THE CONQUEROR #7
☐ **DEFENDERS #138**

BLACK PANTHER (Limited Series) #2
CAPTAIN AMERICA #300 — It's a battle to the death with the Red Skull!
ROM ANNUAL #3
INCREDIBLE HULK #302
[illegible]
[illegible] TALES #176 — Reprinting "If This Be My Destiny" by STAN LEE and STEVE DITKO, from *Amazing Spider-Man #31*
X-MEN #188
ROM #61
POWER MAN / IRON FIST #112
G.I. JOE #30
SHEENA OF THE JUNGLE (Limited Series) #1 — Featuring the Marvel adaptation of the jungle queen's own movie!
AVENGERS #250 — The East Coast and West Coast Avengers join forces in this double-sized issue!
FANTASTIC FOUR #273
☐ **MARVEL TEAM-UP #148** — Featuring *Spider-Man* and the *Mighty Thor*.
☐ **IRON MAN #189**
PETER PARKER, THE SPECTACULAR SPIDER-MAN #97
☐ **THE LAST STARFIGHTER (Limited Series) #3**
☐ **STAR WARS #90**

☐ **SUB-MARINER (Limited Series) #4**
☐ **THOR #350** — The forger of the Sword of Doom arrives on Earth! Can even the mighty Thor stop him?
☐ **STARRIORS (Limited Series) #2**
☐ **KITTY PRYDE AND WOLVERINE (Limited Series) #2**
CONAN ANNUAL #9
X-MEN ANNUAL #8
DR. WHO #3

MARVEL MAGAZINES
☐ **SAVAGE SWORD OF CONAN #106**
MARVEL AGE #21

EPIC COMICS
☐ **DREADSTAR #14**
☐ **CRASH RYAN #1** — Adventure in a history that might have been! See Hype Box
ALIEN LEGION #4
SIX FROM SIRIUS #4
TIME SPIRITS #1 — A different way to travel through time! See Hype Box

ASSORTED GOODIES
[illegible]
DESTROYER — The complete Marvel adaptation of the second Conan movie! Written by MICHAEL FLEISHER. Art by JOHN BUSCEMA.

MARVEL PAGE

**Send your letters to MARVEL AGE MAGAZINE, % Marvel Comics Group.
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Dear Marvel Agers,

I've enjoyed **MARVEL AGE MAGAZINE** very much. I like all of the articles and interviews, and all of the regular features. **Fred Hembeck's "Dark Phoenix"** bit was priceless — I howled! I think the modifications in the Coming Attractions section were a good idea, because it was really getting too far ahead of itself. However, one of my favorite features has been missing. I'm talking about the "Top Ten." Please bring it back!

Beth Donnegan
Rt. 1 Box 159-Z
Fredricksburgh, VA 22401

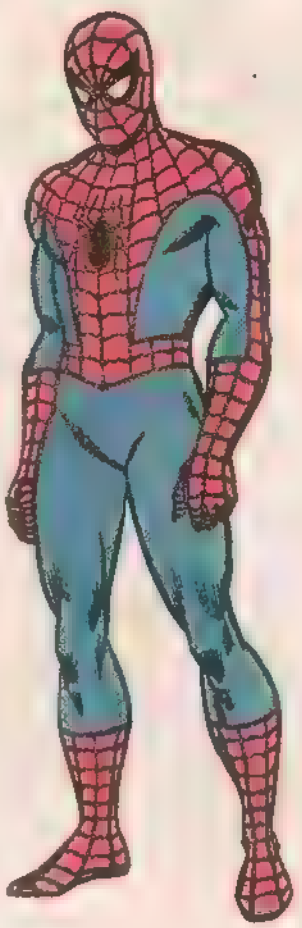
Worry not, *Beth!* The Top Ten makes its dynamic return to these pages before you can say "Ticonderoga." (That is, if you can say "Ticonderoga!")

Dear Marvelites,

I'm fed up! For some reason, you persist on printing your subscription slips and savings certificates on the opposite side of a page of action. I see no reason why a customer should have to cut up his comic that he paid good money for in order to subscribe. It lowers the value of the comic — never mind the fact that after about a month the customer ends up wondering how the comic turned out. But you guys already know that! At least print the subscription slips on the other side of the advertisement page! Please!

Peter Clowney
5129 North 16th St.
Philadelphia, Pa. 19141

Ok! Don't get yourself all upset! We hate it when a loyal reader starts to bust a gut! If you want to subscribe to one of our magnificent mags, you can use a *duplicate* of the little slip that's printed in the comic! This goes for all merchandise you might want to order. Either copy the little slip out by hand, or, if you want to be really fancy, photocopy it! Now stop belly-achin' — and start subscribin'!



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Dear **Jim**.

Just a few minutes ago I finished reading **MARVEL AGE MAGAZINE** #18. It was terrific, especially the Coming Attractions. Now I can save up just the right amount of money for Saturday, the day when I buy my comics!

The real reason I wrote is to comment on the last words of the letter column. I quote, "Finally remember — whenever you're feeling down or that the world is against you — pick up a copy of your favorite Marvel comic — and all will be well!" I find these words to be true. I've always wanted to tell you that whenever I'm feeling low I just pick up a copy of one of my favorite Marvels and I worry about the super heroes' problems instead of mine. Thanks, and keep up the tremendous work. Until next time

Derek Barnes
30 Hughes St.
Regina, Saskatchewan
CANADA S4X 169

Dear Marvel,

I would like to start with a comparison between you and your major competitor. I'm not trying to degrade them, because they were the first comics I read when I started buying comics. But now, after four and a half years I have thousands and I must say yours are far superior. The most crucial part of a comic is the art. Your competitors really don't have any artists who are as good as yours. For example, you have such artists as **Walt Simonson** and **Bill Sienkiewicz**, whose work really

Dear **Jim** and all the crew,

Like anybody else on the planet Earth, I admire your comics. But there's a problem I have to discuss with you. People like me, who don't live in the United States can't get to meet Marvel writers, artists, and editors. Every American kid can go to conventions and comics shop appearances and talk to the celebrities of the comics world. Would it be too much to ask to have comics people travel around the world? I know that sounds like a lot to ask, and it may be impossible. But please think about it. There are a lot of Marvel fans outside the U.S.A. Try not to forget us!

Patrick Mazeris
38 Bis Rue Guynemer
92130 Montheron
FRANCE

We'll never forget our international fans, Patrick! You'll be pleased to know that Marvel people *do* occasionally attend conventions and comics festivals outside the U.S.A. In recent years, the likes of *Stan Lee* and *Jim Shooter* have put in appearances in France, Spain, and Italy at such occasions. In fact, honest *Irving Forbush* himself has recently been spotted outside Lower Latveria — trying to ditch the autograph hounds, as usual!

Hey you,

We just got **MARVEL AGE MAGAZINE** #19 and read about Star Comics. You'd better be joking about the Star Comics characters existing in the Marvel Universe! The day that **Top Dog** teams up with **the X-Men . . . !**

Danny DeAngelo
Paul Metro
Boston, MA 02122

When we told you Star Comics won't just be for little kids, we weren't just garglin' hamfat, friends!

Dear **Jim** and Company,

Just wanted to tell you that I think your magazine is terrific! It's fascinating to be able to read the inside stories on a project under development or a matter as confusing as the **AVENGERS / JLA** crossover controversy. Excellent article. May your tribe increase.

Lots of luck on the introduction of the Star Comics Line! As you noted, it's been a long time since a whole new line of comics aimed at younger readers was created. It's nice to see a growth in the children's market to parallel the present huge increase in the fan market, and considering the amount of sweat you guys have been putting into this, it should be a super success!

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Till **Cyclops** gets ruby quartz contacts.

Nathan J. Rubin
16 Robinchau Circle
Staughton, MA 02072

Star Comics *will* be a super success, Nathan!

We got a lot of mail in response to our Special Report on the AVENGERS / JLA team-up business. Many thanks to *Paul Razban* of Buena Park, CA, *Mark A. Kuhn* of Hackensack, NJ, and *Edward C. Chaney* of Baltimore, MD for their particularly supportive and contemplative responses. It's good to know that a real two-way communication exists between us!

We have space to print one poignant letter dealing with the controversy:

Dear **Jim** and Company,

The **AVENGERS / JLA** article was very interesting. I think I can put my finger on the problem. We have a situation with **Jim Shooter** and **Dick Giordano** trying to work things out. Correct me if I'm wrong, but aren't these guys two of the busiest men in comics today?

Jim Chapman
Ville Platte, LA

If not *the* busiest.

And now for something completely different . . .

To all Comics Fans,

The Comic Book Sniffers of America will be holding their first annual convention on September 6. The Convention will deal with people from all across America who would like to kick the habit. If you are a comic book sniffer who would like to stop, please write us at the below address.

Mike Lorenzen
Comic Book Sniffers of America
10370 Dowling Road
Perrysburg, OH 43551

Boy, are we glad you guys came along! You see, we here at *MARVEL AGE MAGAZINE* are inveterate comic book sniffers from way back! We just love that fresh, aromatic smell of ink and newsprint — and the musty aroma of an *old* comic is particularly nostalgic! And we've gotten so tired of explaining ourselves to people who see us sniffing comic books and give us strange looks that we want to kick the habit! We just hope *your* method words, *Mike* — 'cause we've tried to quit countless times!

And so, as we gird ourselves for the difficult and often grim days that may lie ahead, we leave you with this one thought — don't go through life without Marvel Comics! You may sniff 'em — or you may just like to read 'em — but they're the best entertainment around! See ya!

stands out. Another point of comparison are the plots of the stories. Most of the time. when your competitors publish long epics, they really drag on. Some of their readers have even been complaining about this. On the other hand, when Marvel does a multi-part long story, the readers don't get tired of it right away!

On another subject, I was wondering whatever happened to those ranks of Marveldom that used to be popular during the 60's and 70's. Why not bring them back, revamped and revised? I think many readers would enjoy them!

So, until **Thor** goes bald, Make mine Marvel!

Bhagi Doolaramani
(address withheld upon request)

Hey! There's an idea — we could revamp and reintroduce those famous ranks of Marveldom! What do the rest of you think?

Dear **MARVEL AGE MAGAZINE**,

I write in response to **Alison Sloss** of England who wrote to you in **MARVEL AGE MAGAZINE** #18. She said that **John Byrne's** artwork would improve if he borrowed her crayolas. Well, lady, I say WAKE UP AND SMELL THE COFFEE! **John** happens to be one of the finest artists around today! He is a very talented Canadian who has made the Canadian setting popular in comics. So watch it, **Alison**!

Scott R. Randall
864 Glenoble
Pickering, Ontario
CANADA

Hey! We couldn't resist mentioning that the very same *John Byrne* is sporting a brand new hair style — so to speak! *John's* followed the likes of *Yul Brynner* and *Telly Savalas* and recently shaved his head! He looks wild! We know it has nothing to do with our comics, but *John's* new look (combined with his bushy blond beard) has everybody in the bullpen talking, and we thought we just had to share the gossip with all of you!

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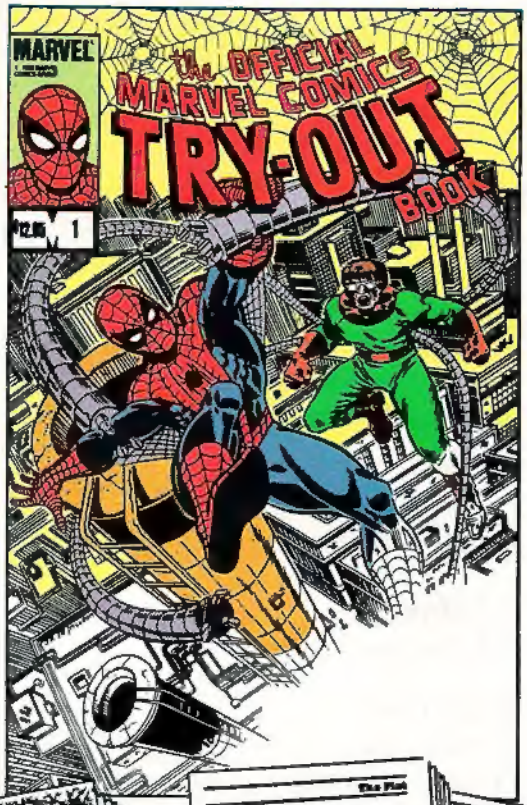

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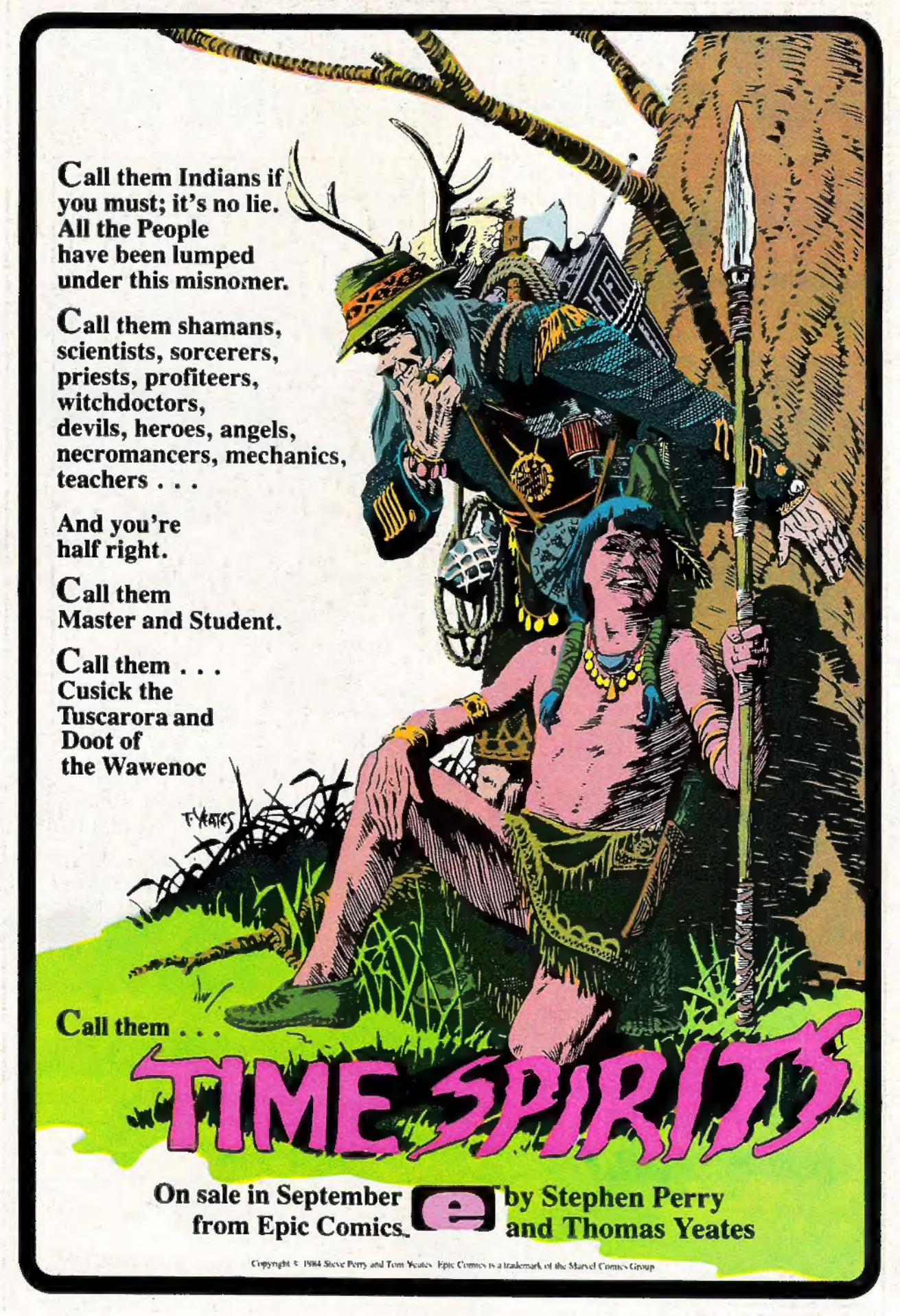
Call them Indians if you must; it's no lie. All the People have been lumped under this misnomer.
Call them shamans, scientists, sorcerers, priests, profiteers, witchdoctors, devils, heroes, angels, necromancers, mechanics, teachers . . .
And you're half right.
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Call them . . . Cusick the Tuscarora and Doot of the Wawenoc
T. YEATES
Call them . . .
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